

Covers PowerShell 3.0

PowerShell IN DEPTH

An administrator's guide

Don Jones
Richard Siddaway
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AN ADMINISTRATOR'S GUIDE

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preface

Windows PowerShell is viewed by many IT professionals as a necessary evil; we see it as a management marvel. The challenge from the beginning has been to wrap one's head around the PowerShell paradigm of an object-based shell. Some people view PowerShell as just another scripting language like VBScript. The truth is that PowerShell is an automation and management engine. You can run this engine in a traditional console application, which is how most IT pros are first exposed to it. You can run it in a graphical environment like the PowerShell Integrated Scripting Environment (ISE), or through a third-party tool like PowerGUI or PowerShell Plus.

As you might imagine, the third version of a product offers substantially more features and benefits than the first, and PowerShell 3.0 fits this model. This version of PowerShell naturally builds on what came before, but it takes off from there. If you think of Windows 8 and Windows Server 2012 as operating systems for the cloud, then PowerShell 3.0 is the automation and management engine for the cloud, although PowerShell “scales down” to help you better manage any size environment.

Collectively, we have close to 70 years of IT experience. We have worked with PowerShell from its days as a beta product and have written on the topic for nearly as long. Our goal is to bring this knowledge and experience into a single reference book. Notice the key word, “reference.” This is not a how-to or teach yourself PowerShell book, although you can learn much from reading it cover to cover. Rather, this book is intended as the reference guide you keep at your desk or on your mobile device so that when you need to better understand a topic, like PowerShell remoting, you have a place to which you can turn.

We have tried to keep our examples practical and targeted towards IT professionals responsible for Windows system administration. It is our hope that this will be the book you go to for answers.

acknowledgments

As you can imagine, a book of this scope and magnitude is not an easy undertaking, even with three coauthors. There are many, many people who had a hand in making this possible. First, we'd like to thank the entire PowerShell product team at Microsoft. Many of them took time from their busy schedules to answer our questions and offer guidance on a number of new features, even while they were still being developed!

The authors would also like to thank the fine folks at Manning Publications: Cynthia Kane, Karen Miller, Maureen Spencer, Liz Welch, Linda Recktenwald, Janet Vail, and Mary Piergies. They have taken what can be a grueling process and turned it into something pleasant yet productive in helping us bring this book to publication. That is not easy.

We also thank the cadre of what we think of as “real-world” reviewers who offered their opinions on how we could make this a book that they, and you, would want on your bookshelf. They include Adam Bell, Andre Sune, Bart Vermeulen, Bruno Gomes, Eric Flamm, Eric Stoker, Gary Walker, Greg Heywood, Innes Fisher, James Berkenbile, Jelmer Siljee, Jonathan Medd, Kais Ayari, Klaus Schulte, Mike Shepard, Peter Monadjemi, Richard Beckett, Rolf Åberg, Santiago I. Cánepa, Thomas Lee, and Trent Whiteley.

We would especially like to thank Aleksandar Nikolic for his time and dedication in reviewing the technical content of our book. Aleksandar shares our desire to produce the best possible PowerShell reference and we truly appreciate his efforts.

DON would like to thank everyone at Manning for their support of, and commitment to, this project. He'd also like to thank his coauthors for their hard work, and his family for being so giving of their time.

RICHARD would like to thank everyone who has taken the time to comment on the book and the PowerShell community for their willingness to share. He would like to thank Don and Jeff for making this a very enjoyable experience—working across eight timezones makes for some interesting conversations.

JEFF would like to extend a special thanks to Steve Murawski and Travis Jones for their PowerShell 3.0 insights. He would also like to thank his coauthors for making this one of the best authoring experiences possible.

about this book

This book was written as a reference for system administrators. You can read the book cover to cover, and we've tried to arrange the chapters in a logical progression, but, in the end, it works best as a reference, where you can explore a topic more deeply in the chapter that is devoted to a particular subject. Chapter 1 will tell you more about what you will learn in the book, and what you need to know before you start.

The 40 chapters in the book are arranged into four parts, as follows:

- Part 1 “Fundamentals” includes chapters 1 through 9 which cover the basics associated with using PowerShell. Although we didn't write this book as a tutorial, there are a few basics you'll need to explore before you can use PowerShell effectively: the pipeline, the concept of PowerShell hosts, the shell's help system, and so forth. We'll dive deeper into some of these topics than a tutorial normally would, so even if you're already familiar with these foundational concepts, it's worth a quick read-through of these chapters.
- Part 2 “PowerShell management” covers topics such as remote control, background jobs, regular expressions, and HTML and XML. These are just a few of the core technologies accessible within PowerShell that make server and client management easier, more scalable, and more effective. Chapters 10 through 18 tackle these technologies individually, and we dive as deeply as we can into them, so that you can master their intricacies and subtleties.
- Part 3 “PowerShell Scripting and Automation” includes chapters 19 through 33 which have a single goal: repeatability. Using PowerShell's scripting language,

along with associated technologies like workflow, you can begin to create reusable tools that automate key tasks and processes in your environment.

- Part 4 “Advanced PowerShell” consists of chapters 34 through 40. One of PowerShell’s greatest strengths is its ability to connect to other technologies, such as WMI, CIM, COM, .NET, and a host of other acronyms. The chapters in part 4 look at each of these and demonstrate how PowerShell can utilize them. We give you a starting place for doing this, and then we provide you with some direction for further independent exploration.

Code conventions and downloads

All source code in listings or in text is in a fixed-width font like this to separate it from ordinary text. Code annotations accompany many of the listings, highlighting important concepts. In some cases, numbered bullets link to explanations that follow the listing.

The code samples are based on PowerShell 3.0. We intended the samples to be instructive, but we did not design them for production use. They may not always be the “best” PowerShell—our code examples were designed to reinforce concepts and make points.

We have tried to fit code samples into the confines of a printed page, which means that sometimes we have had to bend some rules. You are welcome to try the code snippets on your computer, but remember that the book is not intended as a tutorial. Longer code samples are displayed as code listings; we don’t expect you to type these. If you want to try them, the files can be downloaded from the book’s page on the publisher’s website at www.manning.com/PowerShellinDepth.

We, along with our technical reviewer, have strived to test and retest everything. But sometimes errors will still sneak through. We encourage you to use the Author Online forum for this book at www.manning.com/PowerShellinDepth to post any corrections, as well as your comments or questions on the book’s content.

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The Author Online forum and the archives of previous discussions will be accessible from the publisher’s website as long as the book is in print.

about the authors

DON JONES has more than 20 years of experience in the IT industry, and is a recognized expert in Microsoft's server platform. He's a multiple-year recipient of Microsoft's prestigious Most Valuable Professional (MVP) award, and writes the "Windows PowerShell" column for Microsoft TechNet Magazine. Don has authored more than 50 books on information technology topics, including three books in the popular *Learn PowerShell in a Month of Lunches* series from Manning. He is a regular and top-rated speaker at numerous technology conferences and symposia worldwide, and a founding director of PowerShell.org, a community-owned and community-operated resource for PowerShell users.

RICHARD SIDDAWAY has been working with Microsoft technologies for over 20 years having spent time in most IT roles. He has always been interested in automation techniques (including automating job creation and submission on mainframes many years ago). PowerShell caught his interest and Richard has been using it since the early beta versions. He regularly blogs about PowerShell, and using PowerShell, at <http://msmvps.com/blogs/richardsiddaway/default.aspx>. Richard founded and still runs the UK PowerShell User Group and has been a PowerShell MVP for the last five years. A regular speaker and writer on PowerShell topics, his previous Manning books include *PowerShell in Practice* and *PowerShell and WMI*.

JEFFERY HICKS is a Microsoft MVP in Windows PowerShell, Microsoft Certified Trainer and an IT veteran with 20 years of experience, much of it spent as an IT consultant

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The authors would love to hear from you and are eager to help spread the good news about PowerShell. We hope you'll come up to us at conferences like TechEd and let us know how much (hopefully) you enjoyed the book. If you have any other PowerShell questions, we encourage you to use the forums at PowerShell.org, where we all are active participants.

about the cover illustration

The figure on the cover of *PowerShell in Depth* is captioned a “Man from Split, Dalmatia.” The illustration is taken from the reproduction published in 2006 of a 19th-century collection of costumes and ethnographic descriptions entitled *Dalmatia* by Professor Frane Carrara (1812–1854), an archaeologist and historian and the first director of the Museum of Antiquity in Split, Croatia. The illustrations were obtained from a helpful librarian at the Ethnographic Museum (formerly the Museum of Antiquity), itself situated in the Roman core of the medieval center of Split: the ruins of Emperor Diocletian’s retirement palace from around AD 304. The book includes finely colored illustrations of figures from different regions of Croatia, accompanied by descriptions of the costumes and of everyday life.

The man on the cover is wearing dark blue woolen trousers and a black vest over a white linen shirt. Over his shoulder is a brown jacket, and a red belt and a red cap complete the outfit; in his hand he holds a long pipe. The elaborate and colorful embroidery on his costume is typical for this region of Croatia.

Dress codes have changed since the 19th century and the diversity by region, so rich at the time, has faded away. It is now hard to tell apart the inhabitants of different continents, let alone different towns or regions. Perhaps we have traded cultural diversity for a more varied personal life—certainly for a more varied and fast-paced technological life.

We at Manning celebrate the inventiveness, the initiative, and, yes, the fun of the computer business with book covers based on the rich diversity of regional life of two centuries ago, brought back to life by the pictures from this collection.

Part 1

PowerShell fundamentals

In part 1, we'll cover some of the basics associated with using PowerShell. Although we didn't write this book as a tutorial, there are nonetheless a few basics you'll need to explore before you can use PowerShell effectively: the pipeline, the concept of PowerShell hosts, the shell's help system, and so forth. We'll dive a bit deeper into some of these topics than a tutorial normally might do, so even if you're already familiar with these foundational concepts, it's worth a quick read-through of these chapters.

Introduction

1

This chapter covers

- What the book will and won't teach
- The boundaries of this book
- Going beyond PowerShell

As of this writing, Windows PowerShell is approaching its sixth year of existence and in its third major release. In that time, it's changed the way people look at administering many Microsoft, and even some non-Microsoft, products. Although the graphical user interface (GUI) will always be an important part of administration in many ways, PowerShell has given administrators options: Use an easy, intuitive GUI; manage from a rich, interactive command-line console; or fully automate a simple scripting language. We're delighted that so many administrators have started using PowerShell, and we're honored that you've chosen this book to further your own PowerShell education.

1.1 Who this book is for

We wrote this book for system administrators, not developers. In the Microsoft world, administrators go by the catchall title "IT professional" or "IT pro" and that's who we had in mind. As such, we assume you're not a full-time programmer,

although if you have some programming or scripting experience it'll make certain parts of PowerShell easier to learn.

We assume you're primarily interested in automating various administrative tasks and processes, or at least being more efficient, but we don't make any assumptions about the products with which you work. You may be an Exchange Server administrator, or maybe SharePoint or SQL Server is your thing. Perhaps you manage Active Directory, or you're in charge of file servers. You may even manage a Citrix or VMware environment (yes, they can be managed by PowerShell). It doesn't matter, because what we'll focus on in this book is the core technologies of PowerShell itself: the techniques and features you'll need to use no matter what products you're administering. We do use Active Directory in a few examples, but every technique, pattern, practice, and trick we show you will apply equally well, no matter where you've chosen to use PowerShell.

1.2 What this book will teach you

You can certainly read this book cover to cover, and we've tried to arrange the chapters in a logical progression. But in the end, we intend for this book to be a reference. Need to figure out PowerShell Remoting? Skip to that chapter. Confused about how commands pipe data from one to another? We've written a chapter for that. Need to access a database from within a PowerShell script? There's a chapter for that.

We've no intention of making you a programmer—we don't claim to be programmers—we all have backgrounds as IT pros. Yes, PowerShell can support some robust scripts, but you can also accomplish a lot by running commands. If you have programming experience, it'll serve you well, and you may be tempted to approach PowerShell more as a scripting language, which is fine. If you've never scripted or programmed a single line of code, you'll probably see PowerShell as a pure command-line interface, where you run commands to make stuff happen, and that's fine, too. Either way you win because you get to automate your tedious, repetitive work.

1.3 What this book won't teach you

We assume you're already an experienced administrator and that you're familiar with the inner workings of whatever technology you manage. We aren't going to teach you what an Active Directory user account is, or what an Exchange mailbox does, or how to create a SharePoint site. PowerShell is a tool that lets you accomplish administrative tasks, but like any tool it assumes you know what you're doing.

To use a noncomputer analogy, PowerShell is a hammer, and this book will teach you how to swing that hammer and not smash your thumb. We won't teach you about building houses, though—we assume you already know how to do that, and you're looking for a more efficient way to do it than pounding nails with a rock.

1.4 Where we drew the line

It's safe to say that PowerShell can't do everything for you. You'll find some things with which it's completely incapable of helping, as with any technology. But you'll also find tasks for which PowerShell works well. And you'll encounter that weird middle ground where you *could* do something in PowerShell, but to do it you'd have to go beyond the strict boundaries of what PowerShell is.

For example, PowerShell doesn't natively contain a way to map a network printer. You could instantiate a Component Object Model (COM) object to accomplish the task from *within* PowerShell, but it has nothing to do with PowerShell. Instead, it's the shell giving you a way to access completely external technologies. In these cases (which are becoming increasingly rare in the latest version of Windows), we'll only say, "You can't do that in PowerShell yet." We know our statement isn't 100 percent true, but we want to keep this book focused on what PowerShell is and what it does natively. If we turn this book into "everything you can do with PowerShell natively, plus all the external stuff like .NET and COM and so on that you can get to from PowerShell," it'd grow to 7,000 pages in length and we'd never finish.

That said, we're including material in the book on using some of these external technologies, along with some guidance on where you can find resources to educate yourself on them more completely if you've a mind to do so.

1.5 Beyond PowerShell

PowerShell is a lot like the Microsoft Management Console (MMC), with which you're probably familiar. On its own, it's useless. Both the MMC and PowerShell only become useful when you add extensions, which in the MMC would be "snap-ins," and in PowerShell would be either a "snap-in" or a "module." Those extensions give you access to Exchange, Active Directory, SharePoint, SQL Server, and so on.

Understand that the folks at Microsoft who write PowerShell *don't* write the extensions. They provide some tools and rules for the developers who do create extensions, but their job is to create the core PowerShell stuff. Extensions are made by other product teams: The Exchange team makes the Exchange PowerShell extension, the Active Directory team makes its extension, and so on. If you're looking at a particular extension and don't like what you see, blame the product team that produced it, not PowerShell. If you'd like to administer something—maybe WINS Server, for example—and PowerShell has no way to administer it, it's not the PowerShell team's fault. Blame the owners of the technology you're trying to work with, and encourage them to get on board and produce a PowerShell extension for their product.

This division of labor is one reason why we're keeping this book focused on the core of PowerShell. That core is what you'll use no matter what extensions you end up deploying to achieve your administrative goals.

1.6 *Ready?*

Okay, that's enough of an introduction. If you want to follow along, make sure you have PowerShell v3 installed on a Windows 7 Desktop, or run a Windows 8 client. Now, pick a chapter and jump in.

PowerShell hosts



This chapter covers

- The purpose of PowerShell hosts
- The PowerShell console and ISE hosts
- The differences between 64-bit and 32-bit hosts
- PowerShell transcripts

PowerShell can be confusing to use because it behaves differently in different situations. Here's an example from PowerShell v2: When you run the `Read-Host` command in the PowerShell.exe console, it behaves differently than if you run that same command in the PowerShell Integrated Scripting Editor (ISE). The reason you encounter these differences has to do with the fact that you don't interact directly with PowerShell. Instead, you give commands to the PowerShell engine by means of a *host*. It's up to the host to determine how to interact with the PowerShell engine.

NOTE The difference in the response of `Read-Host` between the console and the ISE has been eliminated in PowerShell v3.

The PowerShell engine is a set of .NET Framework classes stored in a DLL file. You can't interact with it directly. Instead, the application you interact with loads the engine. For example, if you've ever used the Exchange Server 2007 (or later) graphical management console (called the Exchange Management Console, or EMC), then you've used a PowerShell host. The EMC lets you interact by clicking icons, filling in dialog boxes, and so forth, but it's PowerShell that performs the actions it takes. You never "see" the shell, but it's hiding under the GUI. That's why it can show you the PowerShell commands for the actions it has performed. Exchange also provides a console-based shell that exposes the underlying PowerShell engine.

When we talk about "using PowerShell," we're most often talking about using it through a host that looks more like a command-line shell. Microsoft provides two different hosts for that purpose: the *console* and the *ISE*. Third-party vendors can also produce host applications, and many popular PowerShell editors—PrimalScript, PowerGUI, PowerShell Plus, PowerSE, and so forth—all host the PowerShell engine. How you interact with the shell and what your results look like will depend on the host you're using. Results might look and work one way in the Microsoft-supplied console, but they might look and work differently in a third-party application—or in some cases may not work at all. Conversely, some things that have worked in a third-party host don't work in the Microsoft hosts.

TIP Remember that if things work in one host but not in another, it's mostly likely due to the differences in the hosts rather than it being a PowerShell error.

For this book, we'll assume you're using one of the two Microsoft-supplied hosts, which we'll describe in this chapter.

2.1 32-bit vs. 64-bit, and administrator vs. not

The way you access the shortcuts for Microsoft's PowerShell host applications depends on the version of the operating system and the install options you've chosen. The first thing you need to be aware of is that PowerShell v3 isn't available on all versions of Windows. It's installed as part of the base build on

- Windows 8 x86 and x64
- Windows Server 2012 x64

The Windows Management Foundation (WMF) download (PowerShell v3, WinRM v3, and the new WMI API) is available for

- Windows 7 SP1 (or above) x86 and x64
- Windows Server 2008 R2 SP1 (or above) x64
- Windows Server 2008 SP2 (or above) x86 and x64

The WMF download is available from www.microsoft.com/en-us/download/details.aspx?id=34595. Check the version you need for your system in the download instructions.

NOTE If you're using Windows XP, Windows Vista, or any flavor of Windows Server 2003, you can't install PowerShell v3.

In Windows 8 and Windows Server 2012, the way you access applications has changed. You use the Start screen instead of the Start menu. If you're on the Windows Desktop, press the Win button to access the Start screen. Scroll to the right to find the PowerShell icon. Alternatively, press Win-Q to access the application search menu.

On earlier versions of Windows you'll find shortcuts to Microsoft's host applications on your computer's Start menu. If you're on a Server Core (Windows Server 2008 R2 or later) system that doesn't have a Start menu, run `powershell` to start the console host. You'll need to install PowerShell because it isn't part of the default Windows Server 2008 R2 server core install. The shortcuts can usually be found under Accessories > Windows PowerShell.

NOTE PowerShell and the old command prompt use the same underlying console technology, which means you can type `PowerShell` in a command prompt or `cmd` in a PowerShell console and “switch” to the other shell. Typing `Exit` will revert back to the starting shell.

On a 32-bit system (on any Windows version), you'll find shortcuts for PowerShell—what we refer to as “the console”—and for the PowerShell ISE. Obviously, these shortcuts both point to 32-bit versions of PowerShell. But on a 64-bit system you'll find four shortcuts:

- Windows PowerShell—the 64-bit console
- Windows PowerShell ISE—also 64-bit
- Windows PowerShell (x86)—the 32-bit console
- Windows PowerShell ISE (x86)—also 32-bit

It's important to run the proper version, either 32-bit or 64-bit. PowerShell itself behaves the same either way, but when you're ready to load extensions you can only load ones built on the same architecture. The 64-bit shell can only load 64-bit extensions. If you have a 32-bit extension, you'll have to load it from the 32-bit shell. Once you launch, the window title bar will also display “(x86)” for the 32-bit versions, which means you can always see which one you're using.

TIP We recommend that you pin PowerShell to your taskbar. It makes access much quicker. Right-clicking the icon on the taskbar provides access to PowerShell and ISE in addition to providing links to run as Administrator for both hosts.

On computers that have User Account Control (UAC) enabled, you'll need to be a bit careful. If your PowerShell window title bar doesn't say “Administrator,” you're not running PowerShell with Administrator authority.

WARNING Watch the top-left corner of the host as it starts. It will say “Administrator: Windows PowerShell” or “Administrator: Windows PowerShell ISE” during at least some of the startup period. Some of us, like Richard, modify the title bar to display the path to the current working directory so the title bar won't show “Administrator” once the profile has finished executing.

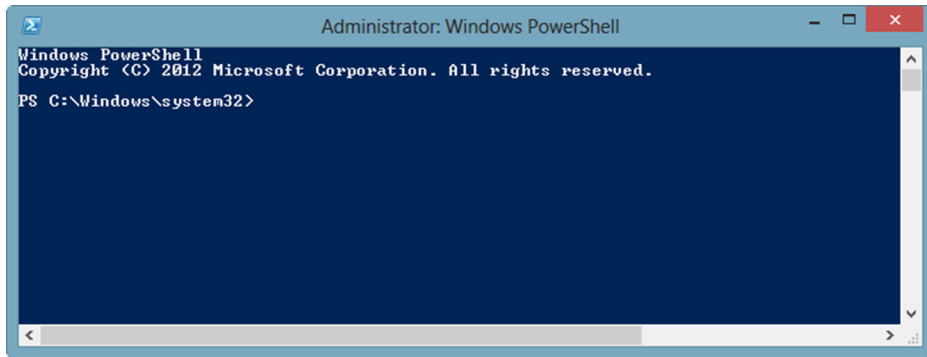


Figure 2.1 An elevated PowerShell session from Windows 8. Notice the Administrator label in the caption.

If you're not running as an Administrator, some tasks may fail with an "Access Denied" error. For example, you can only access some WMI classes when you're using PowerShell with the elevated privileges supplied by running as Administrator. If your title bar doesn't say "Administrator," and you need to be an Administrator to do what you're doing, close the shell. Reopen it by right-clicking one of the Start menu shortcuts and selecting Run as Administrator from the context menu. That'll get you a window title bar like the one shown in figure 2.1, which is what you want. In Windows 8, either right-click the taskbar shortcut or right-click the title on the Start screen to access the option Run as Administrator.

It's always worth taking a moment to verify whether your session is elevated before continuing with your work. The PowerShell console is the simpler of the two available hosts, which is why we'll consider it before ISE.

2.2 The console

Most people's first impression of PowerShell is the Microsoft-supplied console, shown in figure 2.2. This console is built around an older piece of console software that's built into Windows—the same one used for the old `Cmd.exe` shell. Although PowerShell's programmers tweaked the console's initial appearance—it has a blue background rather than black, for example—it's still the same piece of software that's been more or less unchanged since the early 1990s. As a result, it has a few limitations. For example, it can't properly display double-byte character set (DBCS) languages, making it difficult to use with Asian languages that require a larger character set. The console also has primitive copy-and-paste functionality, along with fairly simplistic editing capabilities.

You may wonder then, why use the console? If you've ever used a command-line shell before, even one in a Unix or Linux environment, the console looks and feels familiar. That's the main reason. If you're using Server Core, then the console is your only choice, because the ISE won't run on Server Core.

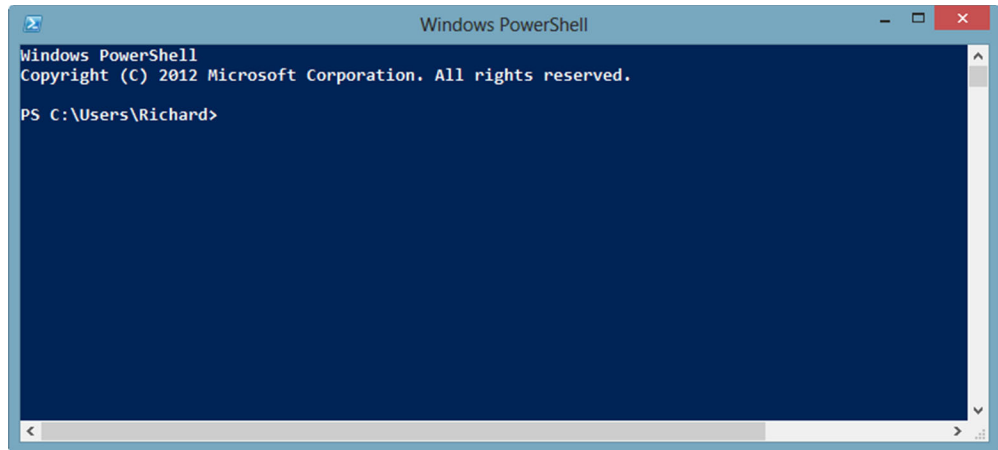


Figure 2.2 The Windows PowerShell console from Windows 8

NOTE “Server Core” is a term that originated in Windows Server 2008. In Windows Server 2012, “Server Core” is the default server installation that doesn’t have the “Server Graphical Shell” feature installed. PowerShell wasn’t available on the Windows Server 2008 version of Server Core, but it’s available in Windows Server 2008 R2 and later.

Within the console, you can use a few tricks to make it a bit easier to work with:

- Pressing the up and down arrows on your keyboard will cycle through the command history buffer, enabling you to recall previous commands, edit them, and run them again.
- Pressing F7 will display the command history buffer in a pop-up window. Use the up and down arrow keys to select a previous command, and then either press Enter to rerun the command or press the right arrow key to display the command for editing.
- Use your mouse to highlight blocks of text by left-clicking and dragging. Then, press Enter to copy that block of text to the Windows clipboard. Quick Edit Mode must be enabled in the console’s properties for this to work.
- Right-click to paste the Windows clipboard contents into the console.
- Use the Tab key to complete the PowerShell cmdlet, function, and parameter names. In PowerShell v3, variable names can also be completed in this way.

You can also do a few things to make the console more comfortable for yourself. Click the control box, which is at the top-left corner of the console window, and select Properties. You’ll want to make a few adjustments in this dialog box:

- On the Options tab, you can increase the command history buffer. A bigger buffer takes more memory but preserves more of the commands you’ve run, allowing you to recall them and run them again more easily.

- On the Colors tab, choose text and background colors you're comfortable reading.
- On the Font tab, select a font face and size you like. This is important: You want to be sure you can easily distinguish between the single quote and backtick characters, between parentheses and curly brackets, and between single and double quotes. Distinguishing these characters isn't always easy to do using the default font. The backtick and single quote confusion is particularly annoying.

NOTE On a U.S. keyboard, the backtick character is located on the upper-left key, under the Esc key. It shares space with the tilde (~) character. It's also referred to as a "grave accent mark." On non-U.S. keyboards, you may find it in a different location.

- On the Layout tab, make sure both Width settings are the same. The bottom one controls the physical window size, whereas the top one controls the logical width of the window. When they're both the same, you won't have a horizontal scrollbar. If the upper "screen buffer" width is larger than the "window size," you'll have a horizontal scrollbar. That means viewing much of PowerShell's output will require horizontal scrolling, which can become cumbersome and annoying to work with.

As you're customizing your console window, take a moment to make sure it can display all the characters from the character set with which you work. If any characters aren't displaying properly, you may want to switch to the PowerShell ISE instead. Its ability to use TrueType fonts and to display DBCS languages makes it a real advantage.

2.3 The PowerShell ISE

The PowerShell Integrated Scripting Environment, or ISE (usually pronounced "aye ess eee," not "ice"), was created to offer a better script-editing experience than Windows Notepad, as well as provide a console experience that supports the use of DBCS languages and TrueType fonts. In general, the ISE works similarly to the console host, with a few exceptions:

- The ISE can maintain several PowerShell *runspaces* in a single window by placing each onto a separate tab. Each runspace is an instance of PowerShell, much like opening multiple console windows.
- The ISE can have multiple PowerShell scripts open simultaneously. Each is available through a separate tab.
- The ISE displays graphical dialog boxes for many prompts and messages, rather than displaying them on a command line as text.
- The ISE doesn't support transcripts, which we'll describe later in this chapter.
- You can change the font, starting size, and color schemes by selecting Tools from the menu and then selecting the appropriate options. To adjust the text display size, use the slider at the bottom right of the ISE window.

NOTE Server operating systems don't have the ISE installed by default. If you need it, you can install it using Server Manager like any other Windows feature.

You can also use PowerShell to install ISE on servers. The command syntax is `Add-WindowsFeature -Name PowerShell-ISE`.

The ISE supports two basic layouts, which are controlled by the three buttons on its toolbar. The default layout, shown in figure 2.3, uses two vertically stacked panes.

The top pane is the script editor, and the bottom pane is where you can interactively type commands and receive output. In PowerShell v3, combining the interactive and output panes effectively duplicates the PowerShell console.

Clicking the second layout button in the toolbar gives you the layout shown in figure 2.4, where the script editor takes up one side and the console takes up the other side.

Finally, the last button switches to a full-screen editor, which is useful if you're working on a long script. In some views, you'll notice that the script pane has a little blue arrow in the top-right corner. This can be used to hide or expose the script pane.

The other toolbar buttons, labeled in figure 2.5, provide access to the majority of the ISE's functions. You'll also find additional options on the menu. The File, Edit, and View menus are self-explanatory, and we'll discuss the Debug menu when we come to the topic of debugging in chapter 31.

Let's try something: In the ISE, select **New PowerShell Tab** from the File menu. (You'll also see a **Remote PowerShell Tab** option. We'll discuss that in chapter 10 on Remoting.) What pops up is a whole new instance of PowerShell, called a *runspace*, which we mentioned earlier. Each tab has its own set of script file tabs, with each file tab representing a single script file. Each PowerShell tab also has its own output area

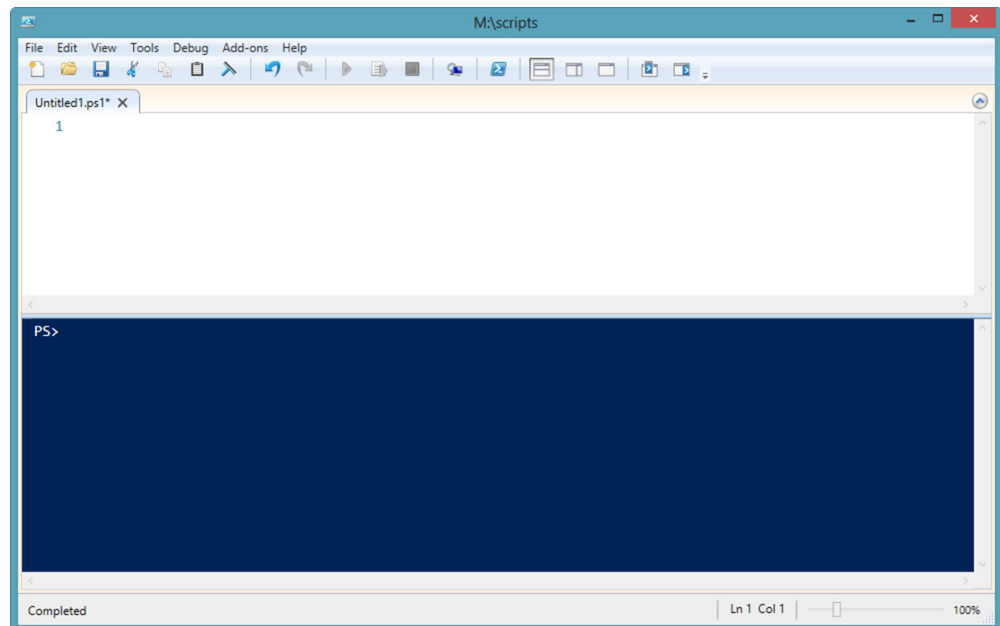


Figure 2.3 The default ISE layout uses two vertically stacked panes.

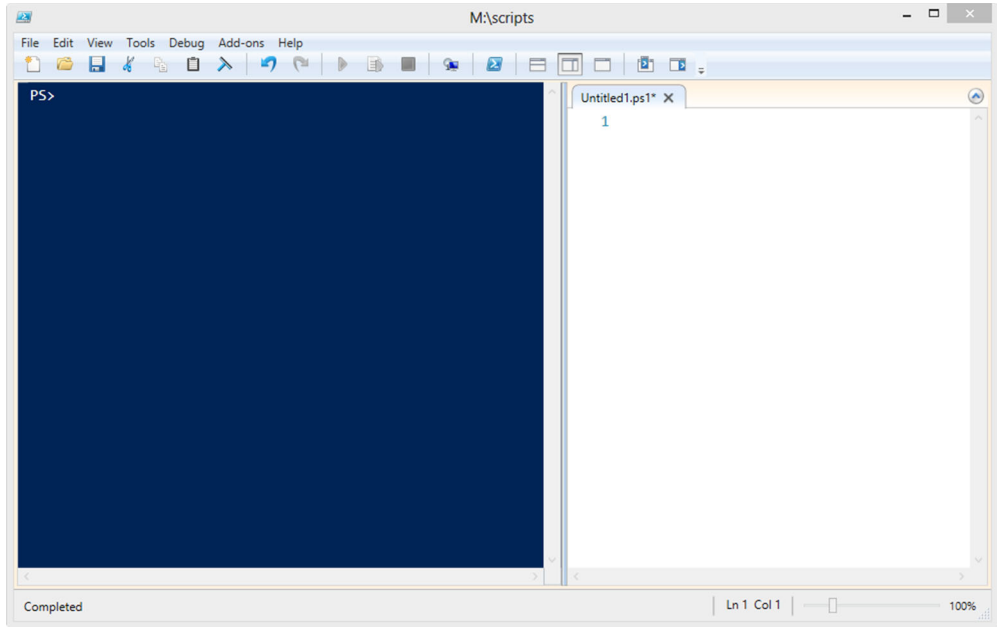


Figure 2.4 The split view gives you more room to edit a script.

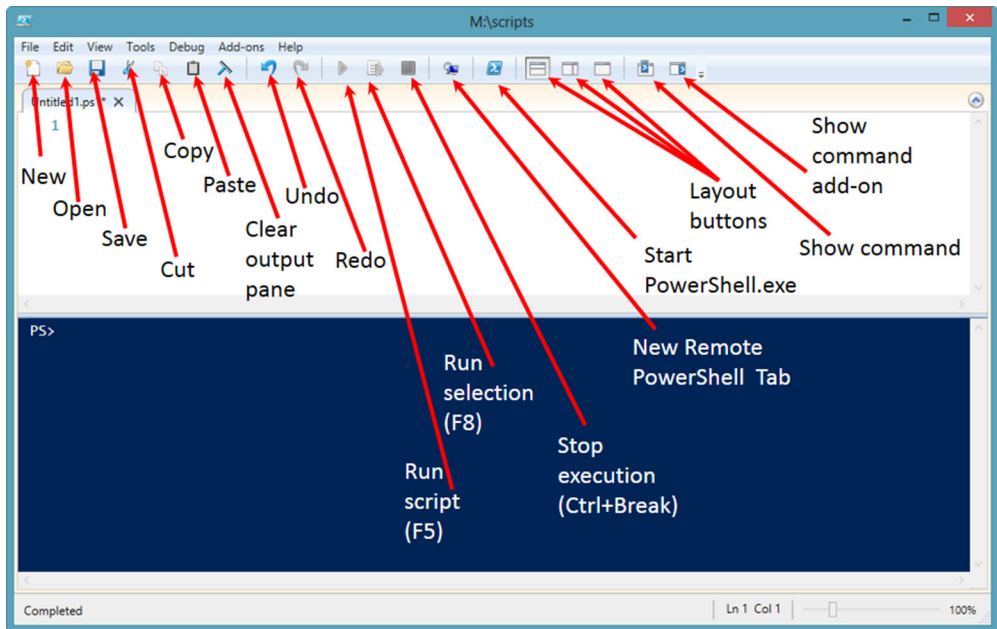


Figure 2.5 Getting to know the ISE toolbar can save you time when performing common tasks.

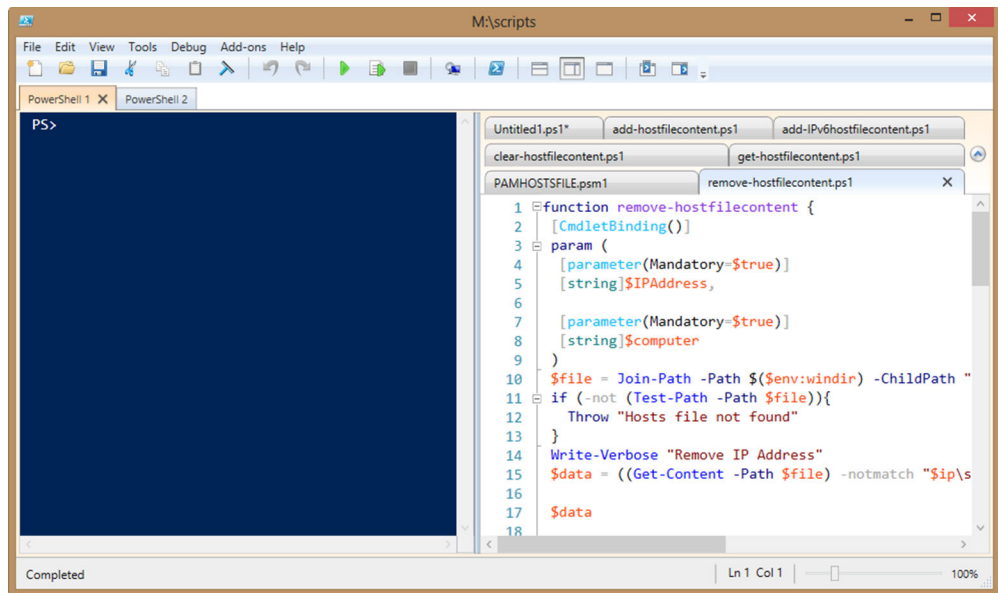


Figure 2.6 The ISE supports multiple PowerShell tabs, and multiple script files within each tab.

and command-line pane. Each PowerShell tab is truly separate: If you load an extension into one, for example, it's only available in that one. To load an extension into every open PowerShell tab, you have to manually load it into each one, one at a time. Figure 2.6 shows what the ISE looks like with two PowerShell tabs open and with several script files opened within one PowerShell tab.

A lot of folks tend to think of the ISE as “just a script editor,” but it's designed to be a complete, usable replacement for the PowerShell console host. The ISE offers better copy-and-paste capabilities (using the standard Ctrl-C, Ctrl-X, and Ctrl-V shortcut keys), better color-coding for PowerShell syntax, and more. Even if you hide the script editor pane and only use the ISE as an interactive command line, you'll often have a better PowerShell experience than you would with the console. The ISE even supports the up/down arrow keys for recalling previous commands and lets you edit those commands by putting your cursor anywhere on the line and typing away.

The ISE is also extensible. The PowerShell Pack (<http://archive.msdn.microsoft.com/PowerShellPack>), for instance, has a module that extends the editing capabilities of the ISE and supplies code snippet functionality. It's designed for PowerShell v2 but works well in the ISE for PowerShell v3.

2.4 Command history buffer vs. PowerShell's history

The console application maintains its own command history buffer, which contains a list of the commands you've run. It holds the 50 most recent commands by default, and we explained earlier how you can adjust that number. When you're using the up/down arrow keys, or pressing F7 in the console, you're accessing this buffer.

PowerShell maintains its own, independent list of the commands you've run, and you can view that list by running the `Get-History` command. By default this buffer maintains the last 4,096 commands. We're not going to dive into a lot of detail on PowerShell's history at this point, although we'll work it into the discussion in upcoming chapters as needed. For now, you should be aware of the two different histories, being maintained in two different ways. Also be aware that a number of cmdlets are available for viewing and working with the PowerShell history (`Get-Help *history`).

2.5 **Transcripts**

The PowerShell console—but not the ISE—supports the `Start-Transcript` and `Stop-Transcript` commands. When you start a transcript, every PowerShell command you run, along with its output and errors, will be saved to a text file. Legacy commands such as `ping` and `ipconfig` will have the command recorded only in the transcript file, not the output. When you close the shell or stop the transcript, the shell stops recording your actions. If you run `Start-Transcript` without any parameters, it creates a file in your Documents folder that includes a timestamp. Or you can specify your own filename:

```
PS C:\> Start-Transcript c:\work\Monday.txt
```

You'll find transcripts useful when you're experimenting with the shell, because they enable you to keep a log of everything you've tried. You can then review the file in Notepad or another text editor, copy out the parts you want, and save them for future use. If necessary, you can append to an existing transcript file. This can be handy when you're working with PowerShell features that can exist between PowerShell sessions, such as workflows. Use the `-Append` parameter:

```
PS C:\> Start-Transcript c:\work\mytranscript.txt -append
```

Non-Microsoft hosts often don't support transcripts. If you try to start a transcript in a host that doesn't support them (such as the ISE), you'll get an error message that clearly explains what's wrong. It's not your fault; the authors of that host didn't do the work necessary to make transcripts possible.

2.6 **Summary**

You can use Windows PowerShell within a variety of host applications, and the ones you'll probably use most commonly are the Microsoft-supplied console and ISE hosts. The ISE offers a richer experience, but it lacks support for a small number of features such as transcripts. On 64-bit systems, Microsoft supplies 32-bit and 64-bit versions of both hosts, although on server operating systems you may have to take extra steps to install them. You should spend a little time familiarizing yourself with these hosts' user interfaces, as well as some time customizing them to suit your needs.

Using the PowerShell help system

This chapter covers

- Defining PowerShell help commands
- Updating help
- Using help
- Working with common parameters

One of the difficulties associated with command-line interfaces is their inherent lack of discoverability. You won't find any tooltips, toolbars, context menus, or menus—none of the elements that a graphical user interface (GUI) offers to help you figure out what you can do and how to do it. PowerShell attempts to make up for this shortcoming with an effective and comprehensive help system. We firmly believe that becoming proficient at using the help system is a critical factor in anyone's ability to succeed at PowerShell. “Be prepared to read the help,” Don says, “or you'll fail at PowerShell.”

3.1 The help commands

PowerShell's official command for searching and retrieving help is `Get-Help`. But you'll often see people using `help` or `man` instead. These aren't technically nicknames (or aliases, which we cover in the next chapter), but rather they're functions. Both

`help` and `man` run `Get-Help` under the hood, but they pipe its output to `more` (much like running `Get-HelpGet-Service|more`), resulting in a page-at-a-time display (that you can advance one line at a time by pressing `Enter`) or a screenful at a time (by pressing the spacebar). For this chapter, we'll mostly show our examples using `help`. Note that the page display doesn't work in the PowerShell ISE, because it doesn't directly support the use of `more`. The help in PowerShell v2 ISE is provided as a compiled help file. Creating a shortcut on your desktop to that file gives an alternative method of accessing help information. In PowerShell v3, the updatable help functionality takes over and there isn't a compiled help file available for the PowerShell cmdlets.

NOTE Technically, `help` is a function and `man` is an alias to `help`. They both accomplish the same thing.

`Get-Help` produces output, like all other cmdlets, as objects; we'll get to those in chapter 7, which focuses on working with objects. Piping those to `more`, as happens with `help` and `man`, results in output that's pure text. For the most part, the conversion to pure text won't have any impact on you accessing help information whatsoever, which means you can feel free to use any of the commands with which you feel more comfortable.

3.2 Where's the help?

PowerShell v3 introduced a new feature called *updatable help*. This is a great feature that has, unfortunately, led to a lot of confusion and gnashing of teeth. For a number of reasons, both technical and nontechnical, Microsoft doesn't include any of PowerShell's help files with PowerShell itself. Instead, you must download and install those help files on any computer where you'll want to read them. To do so, run `Update-Help`. The command can even download updated help for non-Microsoft shell extensions that have been designed to take advantage of this feature. You should also set yourself a reminder to run it every month or so in order to have the most recent help files on your system, possibly as a scheduled job using another new PowerShell v3 feature (see chapter 11). If you don't download help, you will be prompted to do so the first time you use the `Get-Help` cmdlet.

WARNING If you don't download the help files (which are XML files), PowerShell will automatically generate a fairly stripped-down help display when you ask for help. Needless to say, we strongly recommend taking the 30 seconds you'll need to download the help before you start using the shell.

The `Update-Help` command has a few parameters that let you customize its behavior. Some of these are designed to accommodate specific operational restrictions that some organizations deal with, so we'll cover those:

- The `-Module` parameter accepts one or more module names (in a comma-separated list) and attempts to update help for only those modules. This can be quicker than forcing the shell to check for updated help for every installed module, if you know that only one or two have been updated.

- The `-SourcePath` parameter provides a comma-separated list of local file paths (UNCs, or Universal Naming Conventions, are valid) where you can find help files. Use this to pull updated help that you've downloaded to a file server, for example, rather than attempting to download help directly from the internet.

You don't need to restart the shell once you've downloaded and updated help; it'll start using the new help immediately. But we have a great big caveat to alert you to about updating the help: Because the Microsoft-provided PowerShell extensions live in the Windows System32 folder, their help files also must live there. Because System32 is protected, you must be running the shell under elevated credentials in order for `Update-Help` to have permission to write to the necessary folders. You'll want to make sure the shell's window title bar says "Administrator" before running `Update-Help`. You can run `Update-Help` as often as you like, but it won't do anything after the first attempt of the day unless you use the `-Force` parameter.

Help has three cmdlets associated with it:

- `Get-Help`—Displays help information
- `Save-Help`—Downloads help files for later use via `Update-Help`
- `Update-Help`—Downloads and immediately updates help files (as discussed earlier)

You can use `Save-Help` in situations where you want to download help files to a network location that all machines can access, and update their help files from this one location:

```
Save-Help -DestinationPath c:\source\helpfiles -UICulture en-US -Force
➤ -Verbose
```

You'll see a progress bar and messages for each help file that's downloaded, like the following:

```
VERBOSE: Your connection has been redirected to the following URI:
"http://download.microsoft.com/download/3/4/C/34C6B4B6-63FC-46BE
-9073-FC75EAD5A136/"
VERBOSE: Microsoft.PowerShell.Management: Saved
C:\source\helpfiles\Microsoft.PowerShell.Management_eefcb906-b326-4e99-
9f54-8b4bb6ef3c6d_en-US_HelpContent.cab. Culture
en-US Version 3.0.0.0
```

By design Microsoft limits you to one update per day, although you can use the `-Force` parameter to override that behavior, which allows you to run a `Save-Help` or `Update-Help` command for the same module more than once each day. We've found it's sometimes necessary to run `Save-Help` or `Update-Help` a couple of times to get all the files downloaded. Notice the use of the `-UICulture` parameter: The help files come as a pair, for example:

```
Microsoft.PowerShell.Host_56d66100-99a0-4ffc-a12d-
eee9a6718aef_en-US_HelpContent.cab
Microsoft.PowerShell.Host_56d66100-99a0-4ffc-a12d-eee9a6718aef_HelpInfo.xml
```

The correct culture has to be downloaded to match your system. You can test the UI culture:

```
PS> Get-UICulture | select -ExpandProperty Name
en-US
```

You can also test the culture of your system:

```
PS> Get-Culture | select -ExpandProperty Name
en-GB
```

The help files can then be updated like the following:

```
Update-Help -Source c:\source\helpfiles -UICulture en-US -Force -Verbose
```

You'll get messages like the following:

```
VERBOSE: Microsoft.PowerShell.Management: Updated
C:\Windows\System32\WindowsPowerShell\v1.0\en-US\Microsoft.PowerShell.Commands.Management.dll-help.xml. Culture en-US
Version 3.0.0.0
VERBOSE: Microsoft.PowerShell.Core: Updated
C:\Windows\System32\WindowsPowerShell\v1.0\en-US\about_WMI_Cmdlets.help.txt. Culture en-US Version 3.0.0.0
```

If you're running a 64-bit OS, the previous example shows that the help for 64-bit and 32-bit versions of PowerShell is updated simultaneously. Updatable help is a great feature that'll ensure your help information is kept up to date.

3.3 *Using the help*

The help system in PowerShell v3 is smart. For example, it supports the use of wildcards (the * character), enabling you to search for help topics when you don't know the name of the specific command you need. When executing a search, it searches not only the shell extensions loaded into memory at the time but also any other installed extensions that are located in the defined module path. That way, you're searching across not only what's in memory but what's available on the entire computer. If your search term isn't found in the name of a command or a help file, the help system will proceed to perform a full-text search across the help files' synopsis and descriptions. That can be a bit more time-consuming, but it can help uncover obscure help topics for you.

For example, if you want to find a command for working with services, you might do the following:

```
PS C:\> help *service*
```

Name	Category	Module	Synopsis
Get-Service	Cmdlet	Microsoft.PowerShell.M...	G...
New-Service	Cmdlet	Microsoft.PowerShell.M...	C...
New-WebServiceProxy	Cmdlet	Microsoft.PowerShell.M...	C...
Restart-Service	Cmdlet	Microsoft.PowerShell.M...	S...

Resume-Service	Cmdlet	Microsoft.PowerShell.M...	R...
Set-Service	Cmdlet	Microsoft.PowerShell.M...	S...
Start-Service	Cmdlet	Microsoft.PowerShell.M...	S...
Stop-Service	Cmdlet	Microsoft.PowerShell.M...	S...
Suspend-Service	Cmdlet	Microsoft.PowerShell.M...	S...
Get-NetFirewallServiceFilter	Function	NetSecurity	...
Set-NetFirewallServiceFilter	Function	NetSecurity	...
Install-RoleService	Workflow	RDManagement	...
Invoke-ServiceMethod	Workflow	ServerManagerShell	...

Notice that the last four results are from modules that you haven't loaded into memory yet. PowerShell v3, by default, automatically loads all modules on your module path for you. The shell will search as broadly as possible for you.

This isn't Google or Bing; the help system is only capable of doing basic pattern matches, not a contextual search. When choosing your search "keyword," follow these tips:

- Choose a single word or partial word, not multiple words and not phrases.
- Put wildcards (*) on either side of your word. The help system will sometimes do this implicitly. For example, run `helpiscsi` and, because "iscsi" doesn't match the name of a command or help file, the shell will implicitly run `help*iscsi*` for you.
- Stick with singular words rather than plurals: "Service" rather than "Services," for example.
- Go with partial words: `*serv*` will generate more hits than `*service*` will.

WARNING The help system isn't searching for available commands; it's searching for available help files. Because Microsoft ships help files for all of its commands, it amounts to much the same thing. But it's possible for a command to exist without a corresponding help file, in which case the help system won't find it. A separate command, `Get-Command`, also accepts wildcards and searches across available commands, so it's a good companion to the help system.

Once you've located the command you want, ask for the help on that specific command in order to learn how to use it:

```
PS C:\> help invoke-command
```

NAME

Invoke-Command

SYNOPSIS

Runs commands on local and remote computers.

SYNTAX

```
Invoke-Command [-ScriptBlock] <ScriptBlock> [-ArgumentList <Object []>]
[-InputObject <PSObject>] [-NoNewScope [<SwitchParameter>]]
[<CommonParameters>]
```

```
Invoke-Command [[-ConnectionUri] <Uri[]>] [-ScriptBlock] <ScriptBlock>
[-AllowRedirection [<SwitchParameter>]]
```

```

[-ArgumentList <Object[]>] [-AsJob [<SwitchParameter>]]
[-Authentication <AuthenticationMechanism>]
[-CertificateThumbprint <String>] [-ConfigurationName <String>]
[-Credential <PSCredential>] [-Disconnected[<SwitchParameter>]]
[-HideComputerName [<SwitchParameter>]]
[-InputObject <PSObject>] [-JobName <String>]
[-SessionOption <PSSessionOption>] [-ThrottleLimit <Int32>]
  [<CommonParameters>]

  Invoke-Command [[-ConnectionUri] <Uri[]>] [-FilePath] <String>
[-AllowRedirection [<SwitchParameter>]]
[-ArgumentList <Object[]>] [-AsJob [<SwitchParameter>]]
[-Authentication <AuthenticationMechanism>]
[-ConfigurationName <String>] [-Credential <PSCredential>]
[-Disconnected [<SwitchParameter>]] [-HideComputerName
<SwitchParameter>]] [-InputObject <PSObject>] [-JobName <String>]
[-SessionOption <PSSessionOption>]
[-ThrottleLimit <Int32>] [<CommonParameters>]
...

```

You can specify a few options when you're getting the help for a specific command, and these are specified with the following parameters:

- **-Full**—Displays the full help, including details for each command parameter and usually including usage examples. We suggest you get into the habit of always viewing the full help, because it reveals a lot more detail about the command and its various use cases.
- **-Examples**—Displays usage examples only. That's very useful for learning how to use the cmdlet.
- **-Detailed**—Displays details on each command parameter but doesn't display usage examples.
- **-Online**—Opens the help in the system's default web browser, loading from Microsoft's website. This is a great way to check for the most up-to-date help, and it displays the help in a separate window so that you can look at it as you're typing a command.
- **-ShowWindow**—Opens full help in a pop-up window. This makes it much easier to browse through help without giving up your PowerShell prompt. You can also search the help content in this window. See figure 3.1; the display was produced with the command `Get-HelpGet-Process-ShowWindow`. Using `-ShowWindow` doesn't lock your PowerShell prompt; the help display is separate.

Sometimes you may want the detail on a specific parameter. You don't have to wade through pages of full help; instead, use the `Get-Help` cmdlet. You may want to run help on `Get-Service`. If you do, you'll see that you can run commands like the following:

```

PS C:\> Get-Help get-service -Parameter name
-Name <String[]>
  Specifies the service names of services to be retrieved. Wildcards are
  permitted. By default, Get-Service gets all of the services on the
  computer.

```

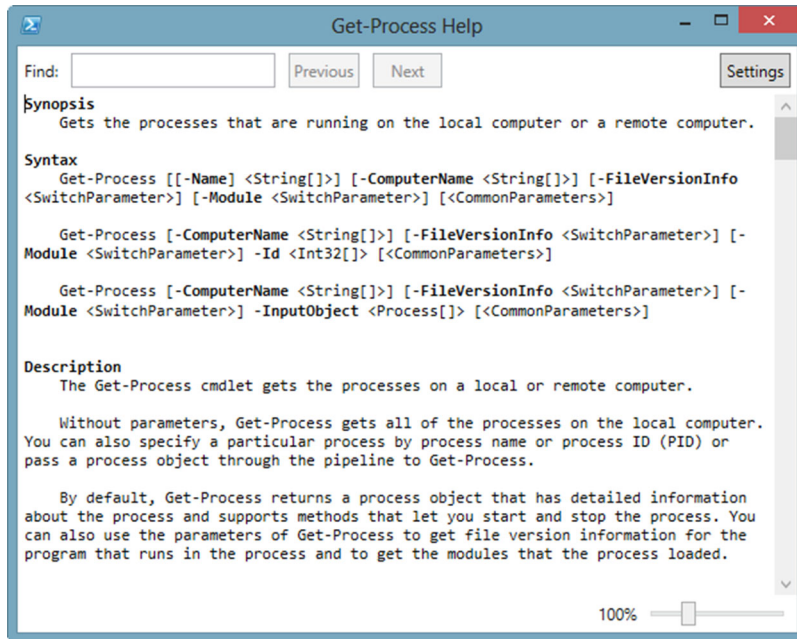


Figure 3.1 Results of using the `-ShowWindow` parameter with `Get-Help`

```
Required?                false
Position?                1
Default value            All services
Accept pipeline input?   true (ByPropertyName, ByValue)
Accept wildcard characters? true
```

3.4 “About” help files

In addition to providing help on commands, PowerShell includes help for general concepts, troubleshooting, and so forth. Usually referred to as “about” files because their filenames start with the word “about,” these files act as PowerShell’s formal documentation. To see a complete list you can run the command yourself, but we’ll truncate it as follows:

```
PS C:\> help about*
```

Name	Category	Module
-----	-----	-----
about_Aliases	HelpFile	
about_Arithmetic_Operators	HelpFile	
about_Arrays	HelpFile	
about_Assignment_Operators	HelpFile	
about_Automatic_Variables	HelpFile	
about_Break	HelpFile	
about_Command_Precedence	HelpFile	
about_Command_Syntax	HelpFile	
about_Comment_Based_Help	HelpFile	
about_CommonParameters	HelpFile	

```

about_Comparison_Operators      HelpFile
about_Continue                   HelpFile
about_Core_Commands              HelpFile
about_Data_Sections              HelpFile
about_Debuggers                  HelpFile
about_Do                          HelpFile
about_Environment_Variables      HelpFile
about_Escape_Characters          HelpFile
about_Eventlogs                  HelpFile
about_Execution_Policies         HelpFile

```

To view any of these files, you can ask for help on the complete help filename:

```

PS C:\> help about_debuggers
TOPIC
    about_Debuggers

SHORT DESCRIPTION
    Describes the Windows PowerShell debugger.

LONG DESCRIPTION
    Debugging is the process of examining a script while it is running in
    order to identify and correct errors in the script instructions. The
    Windows PowerShell debugger is designed to help you examine and
    Identify

```

These files are also part of the updatable help system. We strongly recommend using the `-ShowWindow` parameter with about files because it makes them much easier to read.

3.5 **Provider help**

As you'll learn in upcoming chapters, PowerShell relies heavily on providers (technically, `PSProviders`) to connect PowerShell to various external data stores and systems such as Active Directory or the Registry. Both of these elements can provide help. For example, here's how to get help on the `FileSystem` provider:

```

PS C:\> help filesystem
PROVIDER NAME
    FileSystem

DRIVES
    C, D

SYNOPSIS
    Provides access to files and directories.

DESCRIPTION
    The Windows PowerShell FileSystem provider lets you get, add, change,
    clear, and delete files and directories in Windows PowerShell.

    The FileSystem provider exposes Windows PowerShell drives that
    correspond to the logical drives on your computer, including drives
    that are mapped to network shares. This lets you reference these
    drives from within Windows PowerShell.

```

The help for providers can be quite extensive, and it often includes valuable details on how to use the provider for various management tasks, including usage examples. These files also document the dynamic changes that providers make to cmdlets.

3.6 Interpreting command help

Despite the usefulness of provider help and the about help files, you'll find yourself working primarily with help for individual commands. Learning to interpret the help displays is an incredibly important skill—perhaps one of the *most* important skills in PowerShell. Let's look at a quick overview.

Listing 3.1 Sample help

```

NAME
    Get-Service

SYNOPSIS
    Gets the services on a local or remote computer.

SYNTAX
    Get-Service [[-Name] <String[]>] [-ComputerName <String[]>]
    [-DependentServices [<SwitchParameter>]] [-Exclude <String[]>]
    [-Include <String[]>] [-RequiredServices [<SwitchParameter>]]
    [<CommonParameters>]
    Get-Service [-ComputerName <String[]>] [-DependentServices
    [<SwitchParameter>]] [-Exclude <String[]>] [-Include <String[]>]
    [-RequiredServices [<SwitchParameter>]] -DisplayName <String[]>
    [<CommonParameters>]
    Get-Service [-ComputerName <String[]>] [-DependentServices
    [<SwitchParameter>]] [-Exclude <String[]>] [-Include <String[]>]
    [-InputObject <ServiceController[]>] [-RequiredServices
    [<SwitchParameter>]] [<CommonParameters>]

```

<pre> Get-Service [[-Name] <String[]>] [-ComputerName <String[]>] [-DependentServices [<SwitchParameter>]] [-Exclude <String[]>] [-Include <String[]>] [-RequiredServices [<SwitchParameter>]] [<CommonParameters>] </pre>	<p>Parameter set 1</p>
<pre> Get-Service [-ComputerName <String[]>] [-DependentServices [<SwitchParameter>]] [-Exclude <String[]>] [-Include <String[]>] [-RequiredServices [<SwitchParameter>]] -DisplayName <String[]> [<CommonParameters>] </pre>	<p>Parameter set 2</p>
<pre> Get-Service [-ComputerName <String[]>] [-DependentServices [<SwitchParameter>]] [-Exclude <String[]>] [-Include <String[]>] [-InputObject <ServiceController[]>] [-RequiredServices [<SwitchParameter>]] [<CommonParameters>] </pre>	<p>Parameter set 3</p>

What you're looking at are three different *parameter sets*, each of which represents a slightly different way to use this cmdlet. These parameter sets can be a big source of confusion, so we'll provide a simple rule to remember: When you're running the command, you can only choose parameters from a single parameter set to use together. In this case, that means you couldn't use both `-Name` and `-InputObject` at the same time, because those appear in different parameter sets. You can mix and match parameters from one set, but you can't mix and match parameters from multiple sets.

Now let's focus on the syntax display by looking at help for `Get-WmiObject`:

```

SYNTAX
    Get-WmiObject [-Class] <String> [[-Property] <String[]>] [-Amended
    [<SwitchParameter>]] [-AsJob [<SwitchParameter>]] [-Authentication
    <AuthenticationLevel>] [-Authority <String>] [-ComputerName
    <String[]>] [-Credential <PSCredential>] [-DirectRead
    [<SwitchParameter>]] [-EnableAllPrivileges [<SwitchParameter>]]
    [-Filter <String>] [-Impersonation <ImpersonationLevel>] [-Locale
    <String>] [-Namespace <String>] [-ThrottleLimit <Int32>]
    [<CommonParameters>]

```

If you know the meaning of all the punctuation, you can extract quite a bit of information from this concise display. Note that the meaning of the punctuation within the

help file isn't the same as when these same symbols are used elsewhere in the shell. Here's what we know:

- We know that the `-Property` parameter is entirely optional for this command. That's because the entire parameter, both its name and data type, is contained in square brackets: `[[-Property] <String[] >]`.
- We know that the `-Class` parameter is mandatory, because its name and data type aren't contained in square brackets.
- We know that the `-Amended` parameter doesn't accept a value—it's a *switch*. This means you either provide the parameter or not, but if you do, it doesn't need a value.
- We know that the `-Class` parameter accepts a `String` value, meaning a string of characters. If the string contains a space, tab, or other whitespace, it must be enclosed within single or double quotes.
- We know that the `-Property` parameter accepts one or more strings, because its value is shown with two square brackets jammed together: `<String[] >`. That's a PowerShell indication for an array. You could provide those multiple values as a comma-separated list.
- We know that the `-Class` parameter is positional, because the parameter name (but not its data type `<String>`) is contained in square brackets. Positional means that you don't have to type `-Class`, provided you put the `String` value in the first position, because `-Class` is listed first in this help file.

TIP Try to avoid using parameters positionally if you're getting started with PowerShell. Positional parameters make it harder to interpret commands, and you're taking on the responsibility of getting everything lined up in perfect order. By typing the parameter names, you're removing the worry of getting everything in the right order. The order doesn't matter if you type the parameter names. You're also making the command line easier to read. Positional parameters shouldn't be used in scripts or functions. Typing the parameter name now makes reading and maintenance in the future a whole lot easier. Positional parameters should be avoided in scripts.

Yes, that's a lot of information. You can find most of that in a more detailed fashion when you're viewing the detailed or full help. For example, what follows is the section specifically for the `-Class` parameter:

```
-Class <String>
  Specifies the name of a WMI class. When this parameter is used,
  the cmdlet retrieves instances of the WMI class.

  Required?                true
  Position?                1
  Default value
  Accept pipeline input?   false
  Accept wildcard characters? False
```

In this example, you can see that the parameter is mandatory (required), that its value can be passed in position 1, and that it accepts data of the String type. There's also a bit more detail about what the parameter does—some parameters' detailed help even includes brief examples. The list of acceptable values is also often provided in the case of parameters only taking values from a restricted group, as follows:

```
PS C:\> Get-Help Get-EventLog -Parameter EntryType

-EntryType <string[]>
    Gets only events with the specified entry type. Valid values are Error,
    Information, FailureAudit, SuccessAudit, and Warning. The default is all
    events.

    Required?                false
    Position?                named
    Default value            All events
    Accept pipeline input?   false
    Accept wildcard characters? false
```

3.7 Common parameters

You'll notice that every command's help file references `<CommonParameters>` at the end of each parameter set. These are a set of parameters that are automatically added by PowerShell to every command. You can read about them in an about file:

```
PS C:\> help about_common*
TOPIC
    about_CommonParameters

SHORT DESCRIPTION
    Describes the parameters that can be used with any cmdlet.

LONG DESCRIPTION
    The common parameters are a set of cmdlet parameters that you can
    use with any cmdlet. They are implemented by Windows PowerShell, not
    by the cmdlet developer, and they are automatically available to any
    cmdlet.

    You can use the common parameters with any cmdlet, but they might
    not have an effect on all cmdlets. For example, if a cmdlet does not
    generate any verbose output, using the Verbose common parameter
    has no effect.
```

We'll address each of the common parameters throughout this book, in the chapters that deal with each one's specific function, so we won't cover them here.

Most commands that modify the system in some way support two other “semi-common” parameters:

- `-Confirm`—Asks you to confirm each operation before performing it.
- `-WhatIf`—Doesn't perform the operation, but instead indicates what would've been done. This is kind of a “test run” and generally must only be used with the last command on the command line, because it prevents the command from doing anything.

These parameters must be defined by the cmdlet and supported by the provider. For example, `Stop-Service` has a `-WhatIf` parameter that you can see when you're looking at help:

```
PS C:\> Stop-Service wuauserv -WhatIf
What if: Performing operation "Stop-Service" on Target "Windows Update
(wuauserv)".
```

`-WhatIf` is an example of a great sanity check to make sure your command will execute what you intend. You may also have to check the `PSPProvider` to see if it supports `ShouldProcess`:

```
PS C:\> Get-PSPProvider | where {$_.Capabilities -match "ShouldProcess"} |
  Select name
Name
----
Alias
Environment
FileSystem
Function
Registry
Variable
```

For example, `New-Item` supports `-WhatIf` and it works fine in the filesystem. But you may have a snap-in or a module that adds a new provider that might not support it. If in doubt, check the provider.

3.8 **Summary**

PowerShell's help system is a powerful tool—and because it's fundamental to using the shell, we included this chapter in the beginning of the book in hopes you'd find it right away. PowerShell v3 has introduced a couple of caveats, such as the need to download the help to your computer before the help system becomes fully functional, but we hope that'll be a minor hurdle for most administrators.

The basics of PowerShell syntax

This chapter covers

- Using commands in PowerShell
- Using command parameters
- Working with command aliases
- Using script blocks

Any time you're learning to use a new tool, particularly one that involves typed commands, the syntax can be the biggest "gotcha." We won't pretend that every single bit of PowerShell's syntax is easy to remember, makes perfect sense, and is totally consistent. In the end, the syntax is what it is—we (and you) have to learn it and deal with it.

If you've used PowerShell a bit already, and if you've picked up some of its syntax from reading other people's blogs and articles on the internet, you may have an inaccurate view of the syntax. You also need to remember that best practice has evolved over the five-plus years we've had between the original release of PowerShell and the latest version. This chapter will help set you straight.

4.1 Commands

PowerShell has four features that we think of as *commands*:

- Internal cmdlets, which only run inside PowerShell and are written in a .NET Framework language such as Visual Basic or C#
- Functions, which are written in PowerShell’s scripting language
- PowerShell v3 cmdlets, which are produced from WMI (Windows Management Instrumentation) classes using the “cmdlets over objects” capabilities
- External commands, such as ping.exe, which could also be run from the old cmd.exe shell

In this chapter, we’ll focus only on the first two command types.

NOTE What’s in a name? Sometimes, a lot of cleverness. Microsoft chose the name “cmdlet” for PowerShell’s internal commands, because that word hadn’t been used for anything else, ever. If you hop on your favorite search engine and include “cmdlet” in your search query, the results you get will be almost 100 percent PowerShell related, because the word “cmdlet” isn’t used in any other context.

PowerShell cmdlets have a specific naming convention. Functions *should* follow this same convention, but PowerShell doesn’t require them to do so. That convention is called *verb-noun*. A cmdlet name starts with a verb, which is followed by a dash, which is followed by a singular noun. Consider some of these cmdlet names:

- Get-Service
- New-ADUser
- Set-Service
- Write-EventLog
- Enter-PSSession

Microsoft strictly controls the verbs that everyone can use for a cmdlet name. Although it’s possible for someone to create a cmdlet—or a function—that uses non-standard verbs, PowerShell will display a warning when loading those into memory. You can find the official list of approved verbs at [http://msdn.microsoft.com/en-us/library/windows/desktop/ms714428\(v=vs.85\).aspx](http://msdn.microsoft.com/en-us/library/windows/desktop/ms714428(v=vs.85).aspx), which is part of the PowerShell Software Development Kit (SDK) documentation. You can also see the list by running the `Get-Verb` cmdlet. Nouns aren’t controlled, but they should always be singular (“Service” versus “Services”), and they should clearly describe whatever it is they’re examining or manipulating. For example, we recommend using “Mailbox,” which is clearer than something like “mbx.”

Why are these rules in place? They’re for your benefit. If you’d never worked with System Center Virtual Machine Manager, you could guess that the cmdlet used to retrieve a list of virtual machines would be named something like “Get-VirtualMachine.” You could then use PowerShell’s help functionality to look for help on that cmdlet name, which would validate your guess.

But with the exception of Microsoft Exchange Server, you'll find that most products that offer PowerShell-based tools have cmdlet nouns that include a short prefix. It's not "Get-User," but rather "Get-ADUser." The idea behind the prefixes is to tie a cmdlet to a specific technology or vendor. For example, Quest has a set of cmdlets for managing Active Directory. Their user cmdlet is called "Get-QADUser." By using a prefix, the cmdlet name is clear about what kind of user it's working with or at least what product. It's not a SQL Server user, it's not a local user, it's an ADUser or a QADUser. This is important because the Microsoft and Quest cmdlets produce different object types, which would confuse PowerShell's formatting engine, along with everyone else. Exchange Server is an exception: It uses "Get-Mailbox" rather than "Get-ExMailbox." If they had it to do over, we're sure Microsoft would've chosen the latter, but Exchange Server shipped before anyone thought of using the noun prefixes.

WARNING When people speak aloud about cmdlets, they tend to be a bit lazy. They'll say, "Get Service," which might lead you to believe that you could type "Get Service" and have it work. Nope. Never forget that there's always a dash between the verb and noun. Even though people might not say "Get dash Service," you'd type `Get-Service`.

You might feel that cmdlet names are long and hard to type. They certainly can be—`Reset-ADAccountPassword` is a mouthful whether you're saying it or typing it. PowerShell offers two features to help make typing easier.

4.1.1 Aliases: nicknames for commands

An alias is a nickname for a command name. Aliases can point to cmdlets or to functions, and they provide a short way to type the command's name. Typing `dir` is a lot easier than typing `Get-ChildItem`, for example.

An alias is *only* a shortcut for a command's *name*. As you'll learn in a moment, commands can be accompanied by parameters, which specify and modify a command's behavior. An alias never includes any parameters. You can't create an alias to run `dir$env:temp-File-Recurse`, although you could create a simple function and define an alias for the function.

As a general practice, we strongly recommend using aliases only when you're interactively typing commands into the PowerShell console. If you decide to create a script, or even if you copy and paste a command into a script, use full command names (some commercial editors can expand aliases into their full command names for you).

WARNING Never use your own created aliases in scripts that you're distributing to others. They may not have those aliases or, even worse, they may have defined those aliases to something else. *Never assume the presence or meaning of an alias.*

Although the aliases are easy to type, they're more difficult to read, particularly for someone with less PowerShell experience. Using full command names helps make it clearer what a script is doing, making the script easier to maintain.

4.1.2 Command name tab completion

Most PowerShell hosts—including the console and ISE provided by Microsoft—provide a feature called *tab completion*. It’s a way of letting the shell type for you. For example, open a PowerShell console window and type `Get-P`. Then, press the Tab key on your keyboard. Keep pressing Tab, and you’ll see PowerShell cycle through all of the available commands that match what you’d already typed. Press Shift+Tab to cycle backward.

We think this is a great way to use full command names without having to type so much.

4.2 Parameters

Even if you’ve never used PowerShell before, we can guarantee you’ve used parameters. Take a look at figure 4.1, a dialog box you’ve probably seen before. It shows the User Properties dialog box from Active Directory Users and Computers.

The labels in the dialog box in figure 4.1—“First name,” “Last name,” “Description,” and so forth—are parameters. What you type into the text boxes are parameter values. PowerShell uses a more text-friendly way of representing parameters and values. Take a look at figure 4.2 and you’ll see what we mean.

In figure 4.2, we’re running a command called `New-ADUser` that’s part of Microsoft Active Directory module. It has several parameters, which all start with a hyphen or a

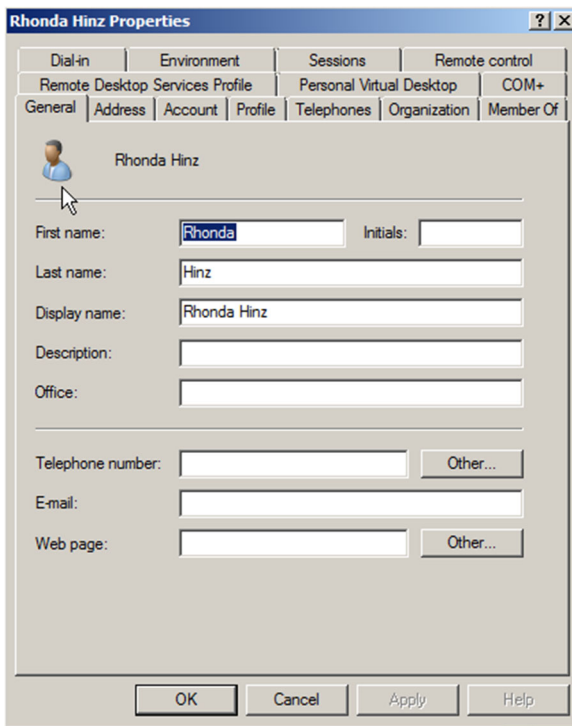


Figure 4.1 Even dialog boxes have parameters.

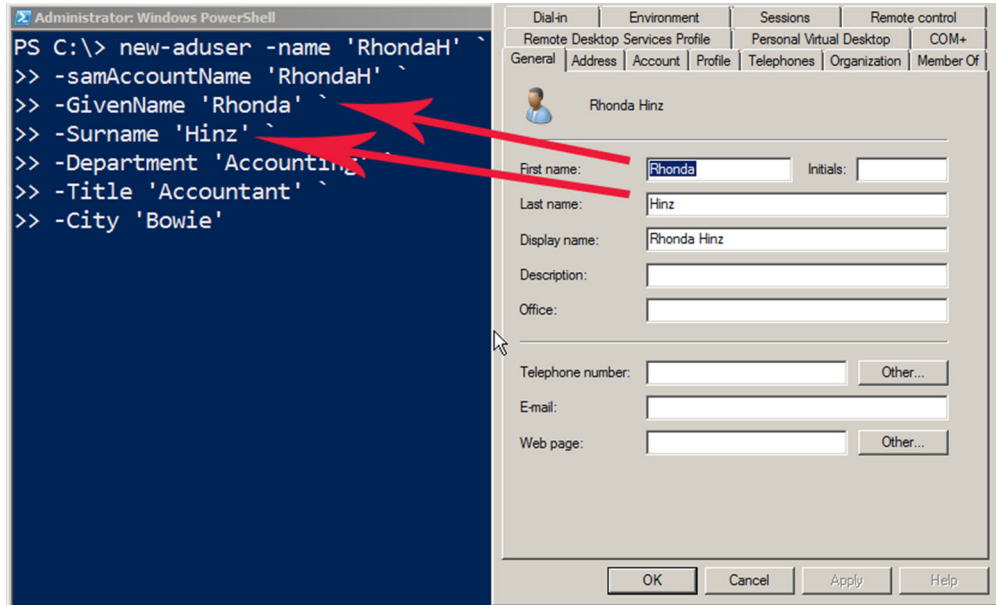


Figure 4.2 Graphical parameters map to the text-based parameters used by PowerShell.

dash, followed by the parameter name. Because parameter names can't contain spaces, the parameter names sometimes look a little strange, like `-GivenName`. After the parameter name you have a space and then the parameter value. You always have to enclose string values in quotation marks (either single or double, it doesn't matter) when the string contains a space. None of our values included spaces, so we didn't have to use the quotes, but it doesn't hurt to do so anyway.

TIP PowerShell's cmdlet and parameter names aren't case sensitive. If you use tab completion, you'll get capitalization, but if you type the names, any old case will do. We regularly work interactively in lowercase. We will say that capitalization of cmdlet and parameter names makes your scripts easier to read.

PowerShell v3 has a new cmdlet called `Show-Command`, which takes another PowerShell command and displays its parameters in a graphical dialog box. You can fill in the dialog box and either run the command or click a different button to see what the command would look like written out in text. Figure 4.3 shows the `Show-Command` cmdlet in action on Windows 8.

This cmdlet is also turned on in the ISE, which makes it easy to create a command by checking parameters and inserting it into your script. `Show-Command` is available as a docked window in the ISE; see chapter 2 to learn more.

We sometimes see people struggle with parameters. For example, if they want to get a service named BITS, they'll type "Get-Service -BITS." That's not correct. The correct command would be `Get-Service -Name BITS`. Remember, after the hyphen comes

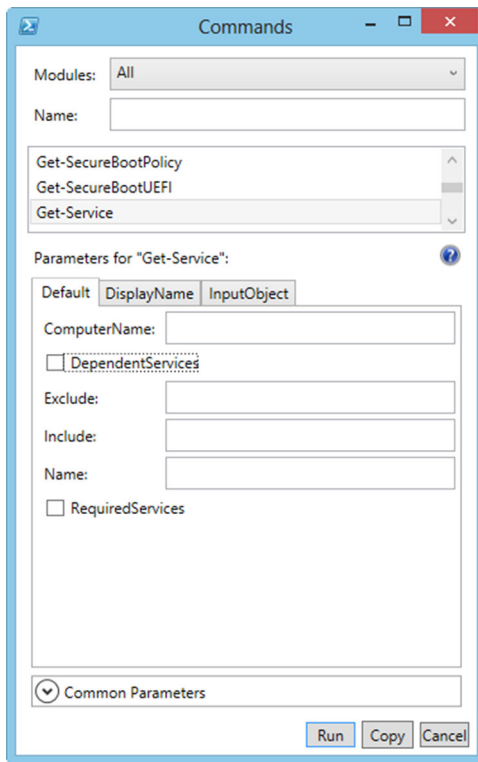


Figure 4.3 PowerShell’s Show-Command cmdlet graphically prompts you to fill in a command’s parameters.

the parameter name—the piece of information you’re setting. That’s followed by a space, then the value you want to give to the parameter. In his classes, Don makes students chant “dash name space value, dash name space value, dash name space value” for several minutes, to be sure the pattern sinks in.

Like command names, parameter names can get a bit tedious to type. As with commands, PowerShell provides some shortcuts.

4.2.1 *Truncating parameter names*

PowerShell only requires that you type enough of the parameter name to differentiate it from the other parameters available to the command. For example, consider the Get-Service cmdlet, which has the following syntax:

```
Get-Service [[-Name] <string[]>] [-ComputerName <string[]>]
[-DependentServices] [-Exclude <string[]>] [-Include <string[]>]
[-RequiredServices] [<CommonParameters>]

Get-Service -DisplayName <string[]> [-ComputerName <string[]>]
[-DependentServices] [-Exclude <string[]>] [-Include <string[]>]
[-RequiredServices] [<CommonParameters>]

Get-Service [-InputObject <ServiceController[]>]
[-ComputerName <string[]>] [-DependentServices] [-Exclude <string[]>]
[-Include <string[]>] [-RequiredServices] [<CommonParameters>]
```

Only one parameter starts with the letter “C,” and that’s `-ComputerName`. Therefore, instead of typing `Get-Service -ComputerName SRV23` you could type `Get-Service -c SRV23`. Two parameters start with the letter “D,” though: `-DependentServices` and `-DisplayName`. You couldn’t shorten those to only one letter; you’d need to type `-de` or `-di` at a minimum.

As with command aliases, shortened parameter names are easy to type but hard to read. When someone else comes along and reads a script with lines like the following

```
gsv -di BITS -c SERVER2 -de
```

they’re likely to be a little confused, don’t you think? Coming back to that code six months after writing it, you may be confused as well. That’s why we suggest including full, complete parameter names when you’re putting commands into a script.

4.2.2 Parameter name tab completion

The good news is that tab completion works for parameter names, too. Type `Get-S`, press `Tab` multiple times to complete the command name to `Get-Service`, and then type `-c` and press `Tab`. PowerShell will fill in `-ComputerName` for you. You can still truncate your parameter names when you’re typing, or one or two extra keystrokes on the `Tab` key will get you the fully spelled-out name that’s easier to read. Not sure about any of the parameters? After entering a cmdlet name, if you type a dash and then press `Tab` you can cycle through all the parameters.

4.3 Typing trick: line continuation

Sometimes, typing in PowerShell can be frustrating. For example, you might find yourself looking at a strange prompt, like the following:

```
PS C:\> Get-Process -Name "svchost
>>
```

What the heck?

That “>>” prompt is PowerShell’s way of telling you, “I know you’re not finished typing, so keep going!” If you look carefully, you’ll notice that we forgot to include the closing quotation mark after “svchost.” PowerShell knows that quotes always come in pairs, so it’s waiting for us to finish typing the last quote. In this case, we goofed, so we press `Ctrl+C` to break out of that “continuation prompt” and try our command again.

Sometimes, this can be a useful trick. PowerShell will let you “continue” like this whenever you have an unclosed structure: Quotation marks, square brackets, curly brackets, and parentheses all enclose a structure. PowerShell will also let you “continue” when a line ends in a comma, pipe character, or semicolon, because those all tell it that there’s “more to come.” Finally, if a line ends in a backtick (```) and a carriage return, that also tells the shell to let you continue typing. Using these tricks, you can break a long, complex command onto several lines, as follows:

```
PS C:\> Get-Service -Name B*,
>> A*,
>> C* |
```

```
>> where {
>>     $_.Status -eq 'Running'
>> } |
>> sort Status
>>
```

Status	Name	DisplayName
Running	COMSysApp	COM+ System Application
Running	CryptSvc	Cryptographic Services
Running	BFE	Base Filtering Engine
Running	ADWS	Active Directory Web Services
Running	AppHostSvc	Application Host Helper Service

We ran the following command in the example:

```
Get-Service -Name B*,A*,C* | where { $_.Status -eq 'Running' } | sort Status
```

But we used PowerShell’s little “continuation” tricks to break it onto several lines. Notice that we had to press Enter on the final, blank line, to tell the shell that we were finally finished typing and that it should execute the command.

These same “continuation rules” apply when you’re in a script, too, and folks will use these rules to help format a script’s commands so that they’re more readable. In our case, we use them to help keep each line of the script short enough to fit in this book.

4.4 **Parenthetical commands and expressions**

Do you remember algebra? Whether you loved it or hated it, we hope you remember one thing: parentheses. In algebra, parentheses mean “do this first.” Take a mathematical expression like this one:

$$(5 + 5) * 10$$

The answer is 100, because you first add the 5 and 5, getting 10, and then multiply that by 10. When you were first learning algebra, you probably wrote out each step:

$$\begin{array}{r} (5 + 5) * 10 \\ 10 * 10 \\ 100 \end{array}$$

PowerShell works the same way, both with mathematical expressions and with more complex commands.

For example, use Notepad to create a simple text file that includes one computer name per line. Figure 4.4 shows the text file.

Next, return to PowerShell and display the contents of the file. You do this by running the `Get-Content` cmdlet, although you may be more familiar with the `type` or `cat` aliases:

```
PS C:\> Get-Content names.txt
localhost
server-r2
windowsdc1
```

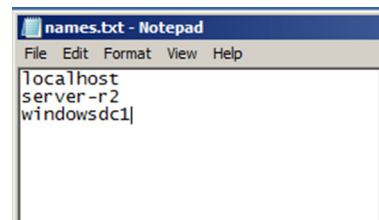


Figure 4.4 Creating a list of computer names in Notepad

Suppose you want to retrieve a list of running processes from each of those computers. One way to do so involves typing their names:

```
Get-Process -ComputerName localhost,server-r2,windowssc1
```

That's going to become tedious if you have to keep doing it over and over. Because you've got the names in a text file, why not let PowerShell type the names for you?

```
Get-Process -ComputerName (Get-Content names.txt)
```

Think about algebra when you read this: PowerShell executes whatever's inside the parentheses first. The parentheses will, in effect, be replaced by whatever is produced. So if you were going to write this out, step by step, as you would in algebra, it might look like the following:

```
Get-Process -ComputerName (Get-Content names.txt)
Get-Process -ComputerName localhost,server-r2,windowssc1
```

That second version is exactly what you could've typed manually—but you let PowerShell arrive at that on its own. This demonstrates that a parenthetical expression, or parenthetical command, can stand in for any manually typed data. You only need to make sure that the command is producing the exact type of data that you'd have provided manually.

You'll see a lot more examples of parenthetical commands as we progress through this book. It's an important technique in PowerShell and one that we'll reinforce as we go.

4.5 Script blocks

PowerShell supports a special kind of structure called a *script block*. A script block can contain any set of PowerShell commands, and it can contain as many of them as you need. In the same way that strings are enclosed in quotation marks, a script block is enclosed in curly brackets, or braces:

```
$sb={ Get-WmiObject -Class Win32_OperatingSystem ; Get-WmiObject -Class
  Win32_ComputerSystem }
```

This example uses a semicolon to separate two commands, which allows them to each execute sequentially and independently. The script block has been saved to a variable, `$sb`. You could also have written the script block as follows:

```
$sb={
  Get-WmiObject -Class Win32_OperatingSystem
  Get-WmiObject -Class Win32_ComputerSystem
}
```

Separating code lines like the second example is generally easier to read if you have a complicated block of code. In any event, both commands are contained within that same script block. This can be passed as a single unit to anything capable of accepting a script block such as `Invoke-Command`. Script blocks can also be invoked using the call operator (`&`). We're a bit early in the book to provide a real-world example of using

script blocks, but we want to bring them to your attention. We'll remind you of them when we're ready to put them to use.

4.6 Summary

We've looked at some of the basics of PowerShell's syntax. We have more to cover, but most of what's ahead will build on these basics. Yes, PowerShell uses a lot of punctuation in its syntax: You've seen dashes, curly brackets, parentheses, semicolons, quotation marks, and a bit more in this chapter. Keeping track of all of them is the price of admission for using PowerShell. The shell can do a lot for you, but only after you learn to speak its language, so that you can tell it what you need. You're on the right track, and this chapter covered some of the most important bits that you'll need.

PowerShell is an extensible environment. We've mentioned the Active Directory and Exchange cmdlets in this chapter, both of which are delivered as extensions to the PowerShell base. In chapter 5 you'll learn how to work with the PowerShell snap-ins and modules used to provide these extensions.

5

Working with PSSnapins and modules

This chapter covers

- Extending PowerShell functionality
- Using PSSnapins and modules
- Module discovery and automatic loading

PowerShell’s real value lies not in the hundreds of built-in commands that it ships with but in its ability to have more commands added. PowerShell extensions—our collective term for the PSSnapins and modules that can be loaded—permit PowerShell to manage anything: IIS, Exchange, SQL Server, VMware, NetApp, SharePoint, Cisco, you name it. Being able to efficiently work with these extensions is probably one of the most important things you’ll do in the shell.

5.1 *There’s only one shell*

Before we jump into working with these extensions, let’s get something straight: There’s no such thing as a product-specific version of PowerShell. It’s easy to get the impression that such a thing exists, because Microsoft tends to create Start menu shortcuts with names like “Exchange Management Shell,” “SharePoint Management Shell,” and so forth.

NOTE The PowerShell functionality in SQL Server 2008 and 2008 R2 is the only exception to this rule of which we know. It had its own version of PowerShell—`sqlps.exe`—that was a recompiled version of PowerShell with the SQL Server functionality added and the snap-in functionality removed. SQL Server 2012 delivers its PowerShell functionality as a module so we’ll forget (and possibly even forgive) the oddity that was `sqlps.exe`.

The fact is that these Start menu shortcuts are running plain ol’ PowerShell.exe and passing a command-line argument that has the shell do one of four things:

- Autoload a PowerShell console (.psc) file, which specifies one or more PSSnapins to load into memory at startup
- Autorun a PowerShell script (.ps1) file, which can define commands, load extensions, show a “tip of the day,” and whatever else the authors desire
- Autoload a module
- Autoload a PSSnapin

You can look at the properties of these Start menu shortcuts to see which of these four tricks they’re using to provide the illusion of a product-specific shell—and you can manually perform the same task in a “plain” PowerShell console to replicate the results. There’s nothing stopping you from loading the Exchange stuff into the same shell where you’ve already loaded the SharePoint stuff, creating a “custom” shell in much the same way that you could always create a custom graphical Microsoft Management Console (MMC) environment.

5.2 **PSSnapins vs. modules**

PowerShell has two types of extensions: PSSnapins and modules. Both are capable of adding cmdlets and PSProviders to the shell (we’ll get into PSProviders in chapter 15); modules are also capable of adding functions to the shell (we refer to functions and cmdlets as “commands” because they do the same thing in the same way).

PSSnapins are the “v1 way” of extending the shell, although they’re still supported in v2 and v3. Microsoft’s advice is for folks to not make PSSnapins anymore, but it isn’t preventing anyone from doing so. PSSnapins are written in a .NET language like C# or Visual Basic, and they’re packaged as DLL files. They have to be installed and registered with the system before PowerShell can see them and load them into memory.

Modules, introduced in v2, are the preferred way of extending the shell. Sometimes they have to be installed, but most of the time they can be copied from system to system—it depends a bit on the underlying dependencies the module may have on other components or code. Modules can benefit from autoloading, too, which we’ll discuss next.

5.3 Loading, autoloading, and profiles

Prior to PowerShell v3, you had to figure out what extensions were on your system and manually load them into memory. Doing so could be tricky, and you had to load them each time you started a new shell session.

As a workaround, you could also create a PowerShell *profile*. A profile is a PowerShell script file stored in a specific folder and with a specific filename. If the file exists when PowerShell starts, it runs it. The script could therefore be programmed to load whatever extensions you want, every time the shell started, eliminating some manual effort on your part. You can read more about profiles by running `helpabout_profiles` in the shell.

In PowerShell v3, much of that is unnecessary for many extensions, thanks to a new feature called *module autoloading*. This feature makes modules look “available” even when they’re not loaded, and it implicitly loads them into memory when you try to run one of their commands. Let’s look at some specific rules about which extensions can take advantage of this feature:

- Only modules, not PSSnapins, support autoloading.
- Only modules stored in specific locations are eligible. These locations are defined in the `PSModulePath` environment variable, which you can modify to include additional locations (such as a shared location on a file server).
- Autoloading behavior can be changed, which we’ll discuss later in this chapter.

5.4 Using extensions

Using extensions involves three steps: discovering what you’ve installed, loading them, and discovering what they’ve added to the shell.

5.4.1 Discovering extensions

To see the PSSnapins that are installed on your system, use the following command:

```
PS C:\> Get-PSSnapin -Registered
```

This command displays the registered snap-ins, excluding the core PowerShell snap-ins in PowerShell v2, regardless of whether they’re loaded. If you want to see only the loaded snap-ins, use `Get-PSSnapin`, which shows the core PowerShell snap-ins.

You can do the same trick for modules, using a different command:

```
PS C:\> Get-Module -ListAvailable
```

```
Directory: C:\Windows\system32\WindowsPowerShell\v1.0\Modules
```

ModuleType	Name	ExportedCommands
Manifest	ADDeploymentWF	Invoke-ADCommand
Manifest	AppLocker	{Get-AppLockerFileInform...
Manifest	Appx	{Add-AppxPackage, Get-App...
Manifest	BestPractices	{Get-BpaModel, Get-BpaRe...
Manifest	BitsTransfer	{Add-BitsFile, Complete-...
Manifest	BranchCache	{Add-BCDataCacheExtensio...


```
Manifest CimCmdlets {Get-CimAssociatedInstan...
Manifest DirectAccessClientComponents {Disable-DAManualEntryPo...
```

We want to point out a few more caveats about this command. Because there's no central registration of modules, as there is for PSSnapins, the command can only include those modules that are installed to specific locations. Those locations are defined in a systemwide environment variable, `PSModulePath`:

```
PS C:\> $env:\psmodulepath
C:\Users\Administrator\Documents\WindowsPowerShell\Modules;C:\Windows\sys...
em32\WindowsPowerShell\v1.0\Modules\
```

As with any Windows environment variable, you can change this variable to include alternate or additional locations that should be autosearched for modules. In fact, some third-party PowerShell solutions might update this variable.

NOTE You'll probably never need to use the `-ListAvailable` parameter of `Get-Module`, because PowerShell v3 “sees” all the commands in those modules automatically, thanks to its autoloading feature—at least it does for modules stored on your local computer.

In chapter 10, we'll discuss PowerShell Remoting, which is the shell's ability to maintain a connection with remote computers. The `Get-Module` cmdlet has a special feature that uses Remoting to list the modules available on a remote machine. For example, create a Remoting session to another computer, and then see what modules it contains:

```
PS C:\> $session = New-PSSession -ComputerName Win8
PS C:\> Get-Module -PSSession $session -ListAvailable
```

ModuleType	Name	ExportedCommands
Manifest	ActiveDirectory	{Set-ADAccountPassword, ...
Manifest	ADDeploymentWF	Invoke-ADCommand
Manifest	ADDSDeployment	{Install-ADDSForest, Add...
Manifest	AppLocker	{Set-AppLockerPolicy, Ne...
Manifest	Appx	{Remove-AppxPackage, Get...
Manifest	BestPractices	{Get-BpaResult, Set-BpaR...
Manifest	BitsTransfer	{Complete-BitsTransfer, ...
Manifest	BranchCache	{Get-BCNetworkConfigurat...
Manifest	CimCmdlets	{Get-CimSession, New-Cim...
Manifest	DirectAccessClientComponents	{New-DAEntryPointTableIt...
Script	Dism	{Use-WindowsUnattend, Ad...
Manifest	DnsClient	{Resolve-DnsName, Remove...
Manifest	International	{Set-Culture, Get-WinHom...
Manifest	iSCSI	{Disconnect-iSCSITarget, ...
Manifest	IscsiTarget	{Convert-IscsiVirtualDis...
Manifest	Kds	{Get-KdsConfiguration, G...

This example reveals a great trick for discovering the modules that exist on a remote machine. In chapter 10, we'll also explore a technique called *implicit remoting*, which lets you load those remotely stored modules into your own, local PowerShell session—which means once you've discovered modules, it's easy to start using them.

5.4.2 Loading extensions

To load a PSSnapin, you *add* it to your session:

```
PS C:\> Add-PSSnapin microsoft.sqlserver.cmdletsnapin.100
```

Specify the PSSnapin name as revealed by `Get-PSSnapin-Registered`. Modules are loaded similarly, although in this case you *import* them:

```
PS C:\> Import-Module storage
```

Note that some modules are script modules, meaning they can load only if you've enabled execution of scripts. If you try to load one on a default PowerShell configuration where scripting isn't enabled, you'll get an error message. You'll need to enable script execution, which we cover in chapter 17, or you can read the help for the `Set-ExecutionPolicy` command to learn how to load such a module.

NOTE For modules stored in one of the `PSModulePath` locations, you won't need to import the module explicitly. PowerShell will import the module automatically through its autoloading feature the first time you try to run one of the commands in the module.

If modules aren't stored in one of the `PSModulePath` locations, you can import them by providing the full path to the module's folder, rather than providing only the module's name. For example, a module stored in `C:\MyModules\Fred` would be loaded by running `Import-Module C:\MyModules\Fred`. Because that module doesn't live in one of the autosearched locations, it wouldn't be autoloaded, nor would it be revealed by running `Get-Module-ListAvailable`.

5.4.3 Discovering extensions' additions

Once an extension is loaded, you can see what commands it contains:

```
PS C:\> Get-Command -Module storage
```

CommandType	Name	ModuleName
Alias	Initialize-Volume	storage
Function	Add-InitiatorIdToMaskingSet	storage
Function	Add-PartitionAccessPath	storage
Function	Add-PhysicalDisk	storage
Function	Add-TargetPortToMaskingSet	storage
Function	Add-VirtualDiskToMaskingSet	storage
Function	Clear-Disk	storage
Function	Connect-VirtualDisk	storage

This technique works with both modules and PSSnapins. From here, you can ask for help on a specific command to learn how to use it.

NOTE The `-Module` parameter has an alias, `-PSSnapin`, which makes it also legal to run `Get-Command -PSSnapin My.Snapin.Name`. It's the same effect.

Keep in mind that extensions can add more than commands; they can also add providers. To see what providers might have been added, run the following:

```
PS C:\> Get-PSProvider

Name                Capabilities                Drives
----                -
Alias                ShouldProcess                {Alias}
Environment          ShouldProcess                {Env}
FileSystem           Filter, ShouldProcess, ...  {C, A, D}
Function             ShouldProcess                {Function}
Registry            ShouldProcess, Transact...  {HKLM, HKCU}
Variable            ShouldProcess                {Variable}
WSMan                Credentials                  {WSMan}
Certificate          ShouldProcess                {Cert}
```

We didn't filter for a specific module or PSSnapin, so you'll see all available providers. Remember that you can ask for help on a provider (`helpalias`, for example) once it's loaded.

5.4.4 Managing extensions

You can use the following commands to manage extensions:

- `Remove-Module` unloads a module.
- `Get-Module` displays a list of all loaded modules in the current PowerShell session.
- `Remove-PSSnapin` removes a PSSnapin.
- `Get-PSSnapin` displays a list of all loaded PSSnapins in the current PowerShell session.

Generally, when you remove a module or a snap-in, all of its commands are removed from your PowerShell session. But be aware that some items, such as custom type or format extensions, might persist. This is generally not a big deal, but you might get an exception if you reimport or re-add the module or PSSnapin in the same session. If so, you can ignore the error message.

5.5 Command name conflicts

When you start loading up a bunch of modules or PSSnapins, it's obviously possible for two of them to contain commands having the same name. So what happens?

By default, when you run a command, PowerShell runs the last version of that command that was loaded into memory—that is, whichever one was loaded most recently. That command has the effect of “hiding” commands having the same name that were loaded earlier. There's a specific purpose for that behavior: It enables something called *proxy functions*, which we'll discuss in chapter 37.

But you can access any specific command you want to by providing a fully qualified name. That name combines the name of the PSSnapin or module that contains the command you want, a backslash, and then the command name. `ActiveDirectory\Get-ADUser`, for example, will run the `Get-ADUser` command contained in the

ActiveDirectory module or PSSnapin, even if some other extension has more recently loaded a different “Get-ADUser” command.

An alternative is to use the `-Prefix` parameter of `Import-Module`, which enables you to add a prefix to the noun for each of the cmdlets (or functions) in your module. Assume we had a module called `MyModule` that contains

```
Get-MyNoun
Set-MyNoun
```

If you import it as `Import-Module MyModule-PrefixDJR`, the functions would have a prefix applied and would become

- `Get-DJRMyNoun`
- `Set-DJRMyNoun`

Now you can run these commands without worrying about naming collisions.

5.6 Managing module autoloading

PowerShell has a built-in variable, `$PSModuleAutoLoadingPreference`, that controls autoloading behavior. You probably won't see this variable if you run `Get-Variable`. PowerShell's default behavior is to autoload all modules. But you can explicitly create the variable and assign it one of the following values:

- `All`—Automatically imports a module on first use of any command contained in the module.
- `ModuleQualified`—Modules are loaded automatically only if you use a qualified command name, such as `MyModule\Do-Something`. Running only `Do-Something` wouldn't load the module containing that command.
- `None`—Modules aren't loaded automatically.

This variable doesn't prevent you from explicitly loading a module using `Import-Module`. But autoloading makes it easier because all you have to do is run the command and let PowerShell handle any necessary module imports. Be aware that this applies only to modules; you still need to manually add a `PSSnapin` before you can use any of its commands.

5.7 Summary

Managing PowerShell extensions is one key to being successful with the shell. Much of the functionality you'll rely on to accomplish administrative tasks comes from extensions, rather than from the shell's core functionality. Being able to find, load, and inventory extensions is the primary way you can get needed functionality to the shell and have it available for your use.

Operators

This chapter covers

- Logical and comparison operators
- Bitwise operators
- Arithmetic operators
- Type operators
- Other special operators

In any computer language, *operators* provide a means of comparing and manipulating pieces of data. PowerShell's no exception, offering a wide variety of operators for different tasks.

All of these operators have a common syntactical form. Practically all PowerShell operators start with a dash or a hyphen, followed by the operator name. You'll see plenty of examples of this in the following sections and throughout the rest of the book. If you have prior experience with other scripting or programming languages, PowerShell's operators can seem confusing or odd at first, but you'll get used to them as you work with them.

6.1 Logical and comparison operators

Comparison operators are designed to take two pieces of data and compare them. They always return either `True` or `False`, based on whether or not the comparison was true.

NOTE PowerShell has built-in variables (`$True` and `$False`) that represent the Boolean values `True` and `False`.

Table 6.1 shows the primary comparison operators in PowerShell. In the middle column, we've included the more common equivalent from other languages to allow you to match up operators with whatever prior experience you may have.

Table 6.1 PowerShell's comparison operators

Operator	Other languages	Purpose
<code>-eq</code>	<code>=</code> or <code>==</code>	Equal to
<code>-ne</code>	<code><></code> or <code>!=</code>	Not equal to
<code>-gt</code>	<code>></code>	Greater than
<code>-lt</code>	<code><</code>	Less than
<code>-le</code>	<code><=</code>	Less than or equal to
<code>-ge</code>	<code>>=</code>	Greater than or equal to
<code>-like</code> , <code>-notlike</code>	n/a	Wildcard string comparison

NOTE Another comparison operator set, `-match`, `-cmatch`, `-notmatch`, and `-cnotmatch`, is used with regular expressions. Because it's a big topic, we're devoting an entire chapter to it (chapter 13). The PowerShell help file called `about_comparison_operators` also discusses `-contains`, `-notcontains`, and `-replace`. These, together with the bitwise operators, are the subject of later sections in this chapter.

All string comparisons are case *insensitive* by default. The following example would return `True` (try running it in the shell to prove it):

```
"HELLO" -eq "hello"
```

There may be times when you explicitly need to perform a case-sensitive string comparison, and PowerShell offers a set of alternate, case-sensitive operators for those times. Add a "c" after the dash in the operator: `-ceq`, `-cne`, and so forth.

NOTE It's also possible to use an "i" to force a case-insensitive comparison, for example, `-ieq`, `-ine`, and so on. It may seem odd to have these be available when PowerShell is case-insensitive by default, but consider the situation where you have multiple comparisons to perform and some have to be case-sensitive and some case-insensitive. It'd be useful to be able to easily differentiate the type of comparison.

The `-like` operator, along with the case-sensitive `-clike` operator (case-insensitive versions exist as well), permits you to use `?` and `*` as wildcards. For example, the following would return `True`:

```
"PowerShell" -like "*sh"
```

You'll also find the `-notlike` and `-cnotlike` operators, which reverse the normal logic. This would return `False`:

```
"PowerShell" -notlike "*sh"
```

You can type any of these examples directly into the PowerShell console, press Enter, and see the result. It offers an easy way to test different comparisons before using them in a longer command or script.

6.1.1 *The -contains operator*

We want to call special attention to this operator because it's often confused for `-like`. For example, you'll see folks try the following example, which won't work:

```
"PowerShell" -contains "*sh"
```

The previous comparison will work fine if you use the `-like` operator, because its job is to compare strings using a wildcard comparison. But `-contains` is different. It's designed to look inside a collection of objects and see if that collection contains another object. For example, you could create a collection containing three strings and then test to see if the collection contains a fourth string:

```
$collection = "one","two","three"
$collection -contains "one"
```

That comparison would return `True`. The `-contains` operator is easy to understand with simple objects like strings or numbers. But with more complicated objects it becomes less straightforward. For example, consider the following:

```
PS C:\> $collection = Get-Process
PS C:\> $process = Get-Process | select -first 1
PS C:\> $collection -contains $process
False
```

Wait, `False`? What's going on?

You started by getting all processes on the system and placing them into the `$collection` variable. Next, you retrieved the first running process and put it into the variable, `$process`. Surely `$collection` contains `$process`, right?

NOTE If you're curious about variables, we devoted an entire chapter to them (chapter 16). For now, think of them as storage boxes that contain things—in this case, processes.

Well, sort of. On our system, the first running process was `Conhost`, and `$collection` definitely contains `Conhost`. The problem is in the way `-contains` works. When it looks for a match, it tries to match every single property of the object. In addition to

looking at the name `Conhost`, it'll look at the other 65 properties of a process object. Some of those properties—such as memory and CPU consumption—are constantly changing. In the short span of time between filling `$collection` and then filling `$process`, some properties of that `Conhost` process changed. That means the snapshot of `Conhost` in `$collection` is slightly different from the snapshot in `$process`; therefore, the `-contains` operator doesn't believe they're the same, and it returns `False`.

You can show that `-contains` does work by trying the following:

```
PS> $collection = Get-Process
PS> $process = $collection | select -First 1
PS> $collection -contains $process
True
```

In the previous example, the `$process` variable is populated by selecting the first member of the collection. The collection has to contain the first member to return a result of `True`. As long as you understand that `-contains` compares every property when dealing with objects, you're fine.

NOTE You'll also find `-notcontains`, which is the logical opposite of `-contains`.

6.1.2 The `-in` and `-notin` operators

Related to `-contains` is a new operator in PowerShell v3 called `-in`, which also has an inverse, `-notin`. You can use this operator to test whether a value is part of a collection of values. This operator always returns a Boolean value:

```
PS C:\> "Bruce" -notin "Don","Jeff","Richard"
True
PS C:\> "Bruce" -in "Don","Jeff","Richard"
False
```

The only difference between the previous and the `-contains` lies in the order. With `-contains` you're testing if an array contains something:

```
PS C:\> "Don","Jeff","Richard" -contains "don"
True
```

With `-in` you're testing whether a value is in an array. This is a subtle distinction. In practical terms no real differences exist between the two operators. The choice of which to use may come down to how you like to read code. For example, consider the following:

```
$names = Get-Process | select -ExpandProperty Name
If ($names -contains "calc"){
    Stop-Process -Name "calc" -WhatIf
}
if ("notepad" -in $names) {
    Stop-Process -Name "notepad" -WhatIf
}
```

As you can see, you get a list of process names and then test whether a particular process name is in the list. Using `-in` reads a little more simply, but both `if` statements do

the same job. If you are using the new, simplified syntax for Where-Object you need to use `-in` rather than `-contains`; that's why it was invented.

6.1.3 **Boolean, or logical, operators**

The comparison operators we've discussed only accept two values. They compare them and return either `True` or `False`. But what if you need to compare more than one thing? That's where Boolean, or logical, operators come into play.

Generally speaking, these operators are designed to take two subcomparisons, or subexpressions, which each produce a `True` or a `False`. The Boolean operators then take both `True/False` results and compare them, returning a `True` or a `False` for the entire expression. Typically, you limit the number of subexpressions to two, but you can have as many as you want, each separated by an operator.

NOTE On a practical basis, the more logical operators and subexpressions you put into the comparison, the more difficult it becomes to understand and debug. Think carefully about what you're doing if you find yourself building huge comparison strings. Usually, you can find a better way to accomplish the same thing.

Table 6.2 lists these Boolean operators.

Table 6.2 PowerShell's Boolean operators

Operator	Purpose
<code>-and</code>	Return <code>True</code> if all subexpressions are <code>True</code> .
<code>-or</code>	Return <code>True</code> if any subexpression is <code>True</code> .
<code>-not</code> or <code>!</code>	Return the opposite: <code>True</code> becomes <code>False</code> , and <code>False</code> becomes <code>True</code> .
<code>-xor</code>	Return <code>True</code> if one subexpression is <code>True</code> , but not if both are <code>True</code> .

Let's look at some examples. Note that we've used parentheses to group the subexpressions. You don't necessarily need to do that in comparisons that are this simple, but we think it makes them easier to read:

```
PS C:\> (5 -gt 100) -and (5 -eq 5)
False
PS C:\> (5 -gt 100) -or (5 -eq 5)
True
PS C:\> (500 -gt 100) -and (5 -eq 5)
True
PS C:\> (500 -gt 100) -or (5 -eq 5)
True
PS C:\> (500 -gt 100) -xor (5 -eq 5)
False
```

You can make these comparisons as complex as you wish. Again, we find that using parentheses to contain each subexpression makes complex, multipart comparisons

easier for your brain to digest and to edit when you revisit the code six months later. Keep in mind that PowerShell, like algebra, processes from the innermost parenthetical expression and works outward. The following is an example of a complex expression:

```
PS C:\> ((500 -gt 100) -or (1 -eq 2) -and 5 -eq 5) -and (10 -eq 10)
True
```

Did you get all that? It's easier, sometimes, to break it down as PowerShell would. Start with the innermost parentheses and evaluate their expressions, and then work your way outward:

- ((500 -gt 100) -or (1 -eq 2) -and 5 -eq 5) -and (10 -eq 10)
- ((True -or False -and 5 -eq 5) -and True)
- ((True -or False -and True) -and True)
- ((True -and True) -and True)
- (True -and True)
- True

But letting PowerShell do the work is a lot faster.

6.1.4 Bitwise operators

Technically, these operators are comparison operators, but the way in which they perform their comparison requires a little explanation.

First, keep in mind that you can render any integer number in binary. For example, 18 in binary is 01001000. A bitwise operator takes two binary numbers and compares each digit, or *bit*, one at a time. The result is the total number of bits that passed the comparison. Table 6.3 shows the operators.

Table 6.3 PowerShell's bitwise operators

Operator	Purpose
-band	Return 1 if both compared bits are 1
-bor	Return 1 if either compared bit is 1
-bxor	Return 1 if one compared bit is 1, but not if both are 1

Keep in mind that this comparison is executed on each bit, one at a time. Table 6.4 shows an example comparison.

NOTE When dealing with a binary, the least significant (first) bit is on the right-hand side.

In table 6.4, you ran `129 -band 19`. PowerShell converted both 129 and 19 to binary, and those bits are shown in the table. The first bit, with a value of 1, was present in both 129 and 19. No other bits were present in both, so the final result is the first bit

Table 6.4 Example bitwise comparison using `-band`

Number	Binary							
129	1	0	0	0	0	0	0	1
19	0	0	0	1	0	0	1	1
<code>-band (1)</code>	0	0	0	0	0	0	0	1

turned on, with a value of 1. Now look at table 6.5, which shows the same two numbers being compared with `-bxor`: `129 -bxor 19`.

Table 6.5 Example bitwise comparison using `-bxor`

Number	Binary							
129	1	0	0	0	0	0	0	1
19	0	0	0	1	0	0	1	1
<code>-bxor (146)</code>	1	0	0	1	0	0	1	0

In table 6.5, the second, fifth, and eighth bits return 1, because those bits were set to 1 in one, but not both, of the two numbers being compared. The individual values of those bits are 2, 16, and 128, respectively. The result is $128 + 16 + 2 = 146$.

Table 6.6 presents the use of `-bor` for completeness. In this case the resultant bit is a 1 if either of the numbers being operated on contains a 1 at that location. The result is $128 + 16 + 2 + 1 = 147$.

Table 6.6 Example bitwise comparison using `-bor`

Number	Binary							
129	1	0	0	0	0	0	0	1
19	0	0	0	1	0	0	1	1
<code>-bor (147)</code>	1	0	0	1	0	0	1	1

In practice, bitwise operators are generally used to test whether a certain bit is set or to set a specific bit. For example, some directory services store certain attributes as *bit-masks*, where each bit has a specific meaning. The first bit, for example, might indicate if an account is locked out, and the second bit would indicate if a password is due to be changed. If you loaded that entire bit mask attribute into a variable named `$flag`, you'd test to see if the account was locked out by running `$flag -band 1`. If you got 1 as your result, then you'd know bit 1 is set in `$flag`. Similarly, to set bit 1 you'd run `$flag -bor 1`. The result would include bit 1 being set, with the other 7 bits in `$flag` left as they were. The following listing offers a slightly more practical example.

Listing 6.1 Comparing bitwise values

```

Param ([string]$ComputerName=$env:COMPUTERNAME)

New-Variable -Name ADS_UF_DONT_EXPIRE_PASSWD
➔ -Value 0x10000 -Option Constant

[ADSI]$server="WinNT://$computername"
$users=$server.children | where {$_.schemaclassname -eq "user"}

foreach ($user in $users) {
    if ($user.userflags.value -band $ADS_UF_DONT_EXPIRE_PASSWD) {
        $pwdNeverExpires=$True
    }
    else {
        $pwdNeverExpires=$False
    }
    New-Object -TypeName PSObject -Property @{
        Computername=$server.name.value
        Username=$User.name.value
        PasswordNeverExpires=$pwdNeverExpires
    }
}

```

Perform
bitwise
comparison

Listing 6.1 connects to a remote machine and gets all of the local user accounts. The `userflags` property is a bitmask value.

NOTE In listing 6.1 the value `0x10000` given for the variable is expressed in hexadecimal (base 16). Its decimal value is 65536.

If you perform a binary and a (`-band`), you can determine whether an account has been set with a nonexpiring password:

Username	PasswordNeverExpires	Computername
-----	-----	-----
Administrator	True	QUARK
Guest	True	QUARK
Jeff	True	QUARK
Lucky	False	QUARK

Okay, we'll admit that the previous example is esoteric stuff. But it's handy in the right situation.

6.2 Arithmetic operators

PowerShell supports the standard arithmetic operators, shown in table 6.7.

Table 6.7 PowerShell's arithmetic operators

Operator	Purpose
+	Addition or string concatenation
-	Subtraction
/	Division

Table 6.7 PowerShell's arithmetic operators (continued)

Operator	Purpose
*	Multiplication (numeric or string)
%	Modulo (remainder)
++	Unary addition (increment)
--	Unary subtraction (decrement)
+=, -=, /=, *=	Shortcuts

The unary operators come from classic C syntax: `$var++` means “add 1 to whatever is in `$var`, and put the result in `$var`.” The shortcut operators have a similar origin. For example, `$var += 7` means “add 7 to whatever is in `$var`, and put the result in `$var`.” The equivalent—and also legal in PowerShell—syntax would be `$var = $var + 7`.

The `+` operator does double duty for both the concatenation of strings and the addition of numbers. Generally, PowerShell will look at the type of the first operand to decide what to do:

```
PS C:\> $string = "5"
PS C:\> $number = 5
PS C:\> $string + $number
55
PS C:\> $number + $string
10
```

When it's able to convert (or coerce) one type into another to make the operation make sense, it'll do so. In our first example, the number was treated as a string. In the second example, the string—because it was the second operand that time—was coerced into an integer.

The multiplication operator works exactly as you'd expect with numeric data:

```
PS C:\> 17*3
51
```

What you might not expect is the ability to multiply strings:

```
PS C:\> "PowerShell rocks " * 3
PowerShell rocks PowerShell rocks PowerShell rocks
```

When you multiply a string you get a new string with the original data repeated, no matter how many times you specified it—up to the memory constraints in your system!

The modulo operator performs division but only returns the remainder:

```
PS C:\> 5 % 3
2
```

6.3 Other operators

PowerShell includes a number of other operators you'll find useful from time to time. These aren't operators you'll use constantly, but they'll come in handy for special situations.

6.3.1 String and array manipulation operators

Three operators are designed to facilitate string manipulation: `-replace`, `-split`, and `-join`.

The `-replace` operator searches for a substring within a string and replaces that substring with another, for example:

```
PS C:\> "SERVER-DC2" -replace "DC", "FILE"
SERVER-FILE2
PS C:\> "SERVER-DC2", "SERVER-DC7" -replace "DC", "FILE"
SERVER-FILE2
SERVER-FILE7
```

As you can see, the input string can be a single string or an array of strings. In the latter case, each string in the array will be searched and replaced.

The `-split` and `-join` operators are designed to transform between single strings and arrays. The `-split` operator takes a single string, along with a delimiter, and returns an array, for example:

```
PS C:\> "one,two,three,four,five" -split ","
one
two
three
four
five
```

The default delimiter is a space, which means even though the example might look odd, it works:

```
PS C:\> -split "one two three four five"
one
two
three
four
five
```

It's also possible to control the number of elements returned by defining a maximum number of substrings:

```
PS> "one,two,three,four,five" -split ",", 3
one
two
three,four,five
```

You've told PowerShell to return three substrings, so it performs the split to give the first two, as previously shown, and then puts what's left into the final element. It's also

possible to use regular expressions to determine how a string is split. This is well covered in the `about_Split` help file.

The `-join` operator does the opposite, taking the elements of an array and creating a single string, with the array elements separated by a delimiter:

```
PS C:\> $names = Get-Service | select -expand name
PS C:\> $names -join ','
ADWS,AeLookupSvc,ALG,AppHostSvc,AppIDSvc,AppInfo,AppMgmt,aspnet_state,AudioEndpointBuilder,AudioSrv,BFE,BITS,Browser,c2wts,CertPropSvc,clr_optimization_v2.0.50727_32,clr_optimization_v2.0.50727_64,COMSysApp,CryptSvc,CscService,DcomLaunch,defragSvc,Dfs,DFSR,Dhcp,DNS,Dnscache,dot3svc,DPS,EapHost,EFS,eventlog,EventSystem,FCRegSvc,fdpHost,FDResPub,FontCache,FontCache3.0.0.0,gpsvc,hiderv,hkmsvc,idsvc,IISADMIN,IKEEXT,IPBusEnum,iphlpvc,IsmServ,kdc,KeyIso,KtmRm,LanmanServer,LanmanWorkstation,lltdsvc,lmhosts,MMCSS,MpsSvc,MSDTC,MSiSCSI,msiserver,MSMQ,MSSQL$SQLEXPRESS,MSSQLServerADHelper100,napagent,Netlogon,Netman,NetMsgActivator,NetPipeActivator,netprofm,NetTcpActivator,NetTcpPortSharing,NlaSvc,nsi,NTDS,NtFrs,PerfHost,pla,PlugPlay,PolicyAgent,Power,ProfSvc,ProtectedStorage,RasAuto,RasMan,RemoteAccess,RemoteRegistry,RpcEptMapper,RpcLocator,RpcSs,RSoPProv,sacsrv,SamSs,SCardSvr,Schedule,SCPolicSvc,seclogon,SENS,SessionEnv,SharedAccess,ShellHWDetection,SNMP
```

Optionally, the `-join` operator can combine the array elements without a delimiter:

```
PS C:\> -join $names
ADWSAeLookupSvcALGAppHostSvcAppIDSvcAppInfoAppMgmtaspnet_stateAudioEndpointBuilderAudioSrvBFEBITSBrowserc2wtsCertPropSvcclr_optimization_v2.0.50727_32clr_optimization_v2.0.50727_64COMSysAppCryptSvcCscServiceDcomLaunchdefragSvcDfsDFSRDhcpDNSDnscachedot3svcDPSEapHostEFSEventlogEventSystemFCRegSvcfdpHostFDResPubFontCacheFontCache3.0.0.0gpsvchidervhkmsvcidsvcIISADMINIKEEXTIPBusEnumiphlpvcIsmServkdcKeyIsoKtmRmLanmanServerLanmanWorkstationlltds
```

6.3.2 *Object type operators*

PowerShell provides three operators that identify and manipulate object types. First, the `-is` operator is used to test the type of an object:

```
PS C:\> "world" -is [string]
True
```

There is an operator `-isnot` that performs the converse action—tests if an object is not of a specific type. We tend to avoid this because it frequently puts us into double negative territory. Third, the `-as` operator attempts to convert an object of one type into another type. If it's unsuccessful in doing so, it'll usually produce no output, rather than an error:

```
PS C:\> "55.2" -as [int]
55
PS C:\> "string" -as [int]
PS C:\>
```

These conversions can be quite handy. For example, when converting a floating-point number to an integer, PowerShell follows standard rounding rules:

```
PS C:\> (185739 / 1KB) -as [int]
181
```

This also illustrates the use of the KB (kilobyte) shortcut; PowerShell also recognizes KB, MB, GB, TB, and PB for kilobytes, megabytes, gigabytes, terabytes, and petabytes, respectively. When you use any of these shortcuts, the returned values will be in bytes, unless you further manipulate them:

```
PS C:\> 1mb
1048576
PS C:\> 10mb
10485760
PS C:\> 250MB+1GB
1335885824
PS C:\> 4590932427/1gb
4.27563900779933
PS C:\> 4590932427/1gb -as [int]
4
PS C:\>
```

6.3.3 Format operator

You can use the `-f` format operator to create formatted strings. On the left side of the operator, provide a string that includes one or more placeholders. On the right side of the operator, provide a comma-separated list of values to be placed into those placeholders:

```
PS C:\> "Today is {0} and your name is {1}" -f (Get-Date), (Get-Content Env:
  ↳ \USERNAME)
Today is 12/8/2012 3:13:29 PM and your name is Administrator
```

In this example, the right-side list includes two parenthetical expressions, each of which ran a command. The results of those commands are then placed into the numbered placeholders.

The placeholders can also contain instructions for formatting the right-side values. These work primarily for numbers, dates, and simple strings:

```
PS C:\> "Today is {0:d} and Pi is {1:N}" -f (Get-Date), [math]::pi
Today is 12/8/2012 and Pi is 3.14
```

The `d` specifies a short date format, whereas the `N` specifies a standard decimal display for numbers. A list of standard formatting codes for dates can be found at <http://msdn.microsoft.com/en-us/library/az4se3k1.aspx>, and a list of numbers is available at <http://msdn.microsoft.com/en-us/library/dwhawy9k.aspx>. These standard codes typically provide an entire predefined format; you'll also find custom codes:

```
PS C:\> "Today is {0:ddd d MMMM yyyy}" -f (Get-Date)
Today is Sat 8 December 2012
```

The previous example made use of the custom date codes documented at <http://msdn.microsoft.com/en-us/library/8kb3ddd4.aspx>; custom numeric codes are at <http://msdn.microsoft.com/en-us/library/0c899ak8.aspx>. You can also reference <http://msdn.microsoft.com/en-us/library/txafckwd.aspx>, which discusses the entire underlying .NET Framework formatting system and which provides additional links to formatting codes for time spans.

Note that the right-side values are expected to be simple values, including numbers, dates, and strings. If you provide an entire object on the right side, PowerShell will attempt to make a string representation of it. This approach may provide unexpected and less-than-useful results:

```
PS C:\> "Services running include {0}" -f (Get-Service)
Services running include ADWS
```

In the example, PowerShell retrieved all of the services but couldn't put them all into the single placeholder. Therefore, it selected only the first service and displayed its name. PowerShell tends to prefer a "Name" property if one exists, because "Name" properties typically include human-readable, useful text identifiers.

6.3.4 *Miscellaneous operators*

Finally, PowerShell has several other operators that perform a variety of tasks. We'll cover these in this chapter for completeness, but you'll see more detailed information on them throughout the rest of this book as you encounter situations where these operators can be used effectively.

First is the call operator, which is the & sign (ampersand). Sometimes this is referred to as an invoke operator. You can use this to execute a string or a script block, assuming they contain executable commands:

```
PS C:\> $cmd = "dir"
PS C:\> &cmd
```

```
Directory: C:\

Mode                LastWriteTime         Length Name
----                -
d----              10/21/2011   9:44 AM         a00974d2e4c90e7814
d----              11/27/2011  11:00 AM         files
d----              10/21/2011   9:50 AM         inetpub
d----              7/13/2009   8:20 PM         PerfLogs
d-r--              11/1/2011   8:38 AM         Program Files
d-r--              11/1/2011   8:07 AM         Program Files (x86)
d----              11/27/2011  11:05 AM         Test
d-r--              10/21/2011   9:51 AM         Users
d----              11/1/2011   8:38 AM         Windows
```

Next is the subexpression operator, `$()`. Inside the parentheses, you can place expressions and PowerShell will execute them. This operator is primarily used within double quotation marks. Normally, PowerShell looks for escape characters and variables inside double quotes. Escape characters are executed, and variables are replaced with their contents. A subexpression enables you to have something more complicated than a single variable. For example, suppose `$service` contains a single Windows service, and you want to include its name. One way would be to first pull that name into a variable:

```
PS C:\> $service = Get-Service | select -first 1
PS C:\> $name = $service.name
PS C:\> "Service name is $name"
Service name is ADWS
```

Using a subexpression can result in more compact syntax, although many people find the `$(syntax)` difficult to read. The subexpression also avoids the creation of a variable, which saves a bit of memory:

```
PS C:\> $service = Get-Service | select -first 1
PS C:\> "Service name is $($service.name)"
Service name is ADWS
```

6.4 Summary

PowerShell's operators are the basis for its logic-making capabilities, and you'll use them extensively with scripting constructs such as `If`, `Switch`, and `For`. Obviously, the arithmetic operators have their uses, and the many miscellaneous operators come in handy as well.

Working with objects



This chapter covers

- Using objects in PowerShell
- Understanding object properties, methods, and events
- Working with objects in the pipeline

When you work with Windows PowerShell for, say, 10 minutes or so, you start to suspect that it isn't quite the standard command-line interface it appears to be. Many administrators, relying on previous experience with shells like `Cmd.exe` or `Bash`, struggle to use PowerShell efficiently and effectively. The reason for this is that—despite PowerShell doing its best to disguise this fact—it's an object-oriented shell, which is a significant difference from the text-based shells of yesterday. Wrapping your head around this paradigm shift, you can see that PowerShell's object-oriented nature is crucial to using the shell effectively.

NOTE PowerShell is object oriented *but* that doesn't mean you have to become a programmer to use it. You need to learn enough about objects to get the most of the shell—enough to use the tool effectively.

Although Don’s proverb “PowerShell *hates* text” isn’t exactly true, it does give you an idea how important it is to embrace object-based operations over text-based operations. This is directly analogous to using SQL for set-based operations on a database as opposed to using a sequential programming technique. You use the tool in the best way by using it correctly.

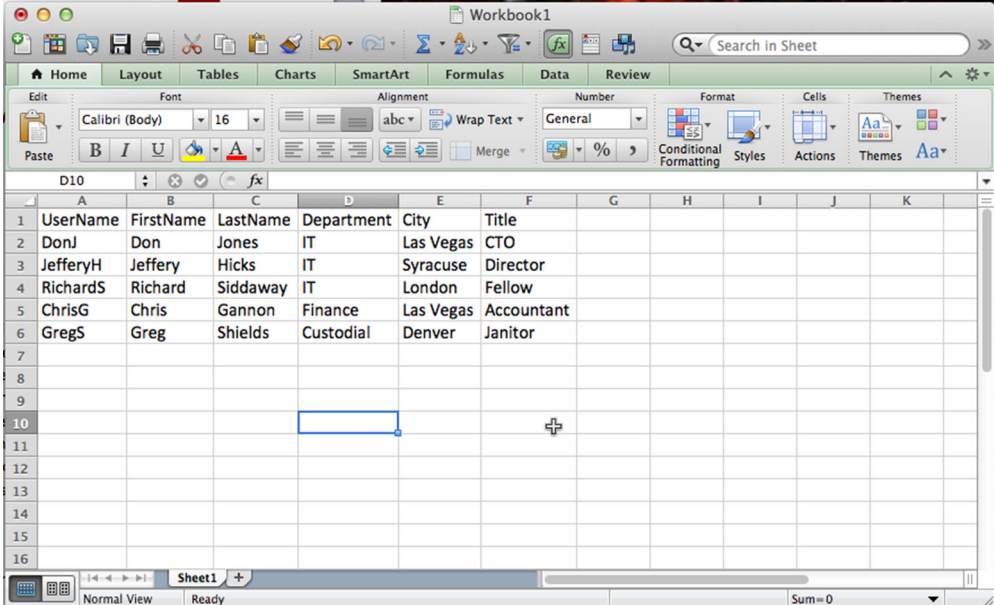
7.1 Introduction to objects

If you have some experience with object-oriented programming, skip down to section 7.2. If you have no idea what “object oriented” means, or if you’re starting to get concerned that this is a programming book (believe us, it’s not), then definitely read this section before proceeding.

People make a big deal of objects when it comes to programming, although there’s no reason to. You’ve probably used a spreadsheet before—probably Microsoft Excel. If you have, then you’re completely prepared to deal with objects.

Open an Excel spreadsheet and type some column names into the first row. Perhaps you could use new user information, with columns named `UserName`, `FirstName`, `LastName`, `Department`, `City`, and `Title`. That’s the example we’ll go with, and you can see our spreadsheet in figure 7.1. We’ve also added some data rows underneath the first, and you should go ahead and do that, too.

If you thought of this spreadsheet as a database, you wouldn’t be far off. It isn’t a complicated database, but it certainly stores data in a columnar format, which is how most databases are presented—the innards of the database require another book. It’d



The screenshot shows a Microsoft Excel spreadsheet titled "Workbook1". The ribbon is set to "Home", and the "Font" group is active. The spreadsheet contains the following data:

	UserName	FirstName	LastName	Department	City	Title					
1	DonJ	Don	Jones	IT	Las Vegas	CTO					
2	JefferyH	Jeffery	Hicks	IT	Syracuse	Director					
3	RichardS	Richard	Siddaway	IT	London	Fellow					
4	ChrisG	Chris	Gannon	Finance	Las Vegas	Accountant					
5	GregS	Greg	Shields	Custodial	Denver	Janitor					
6											
7											
8											
9											
10											
11											
12											
13											
14											
15											
16											

Figure 7.1 Creating a simple database as an Excel spreadsheet

be better if you thought of this as a *data structure*, which is a more generic term than *database*. This data structure has some visible features associated with it. There are six columns, for example, and five rows (the first row, which contains column names, doesn't count). Each row contains data for each of the six columns.

We could've put this information into lots of other data structures. For example, we could've put it into a SQL Server database, which would look visually similar, although it'd be physically quite different if you looked at how the data was saved to disk. The point is that they're both data structures. It's true that they use different names. For example, what Excel calls a column could be called either a *column* or a *domain* in SQL Server; what Excel refers to as a row would be called a *row*, a *tuple*, or an *entity* in SQL Server. Excel has a *sheet*, whereas SQL Server would have a *table*. The names are only names, and they don't affect what's being stored in those structures.

Objects, it turns out, are another kind of data structure. As with Excel or SQL Server, you don't ever get to see how objects physically store their data, nor do you need to. You only need to know that objects are a way of storing data, usually in memory, so that you can work with the data. Objects use a slightly different terminology than Excel or SQL Server:

- Excel stores a bunch of things on sheets, and SQL Server stores them in tables. In object lingo, a bunch of things is called a *collection*.
- Excel uses a row to represent a single thing, such as a user in our example. In object-speak, a row is an *object*.
- In Excel and SQL Server, you have columns to store the individual bits of data about a thing. In the world of objects, they're called *properties*.

Try to mentally visualize objects as looking like an Excel spreadsheet, with some minor changes in terminology. Instead of a *sheet* containing *rows* and *columns*, you have a *collection* consisting of *objects*, which have *properties*.

At this point, most object tutorials will indulge in a noncomputer, real-world analogy, and we're obligated by tradition to do the same. Let's say you wander onto a used car lot—you're standing in the middle of a *collection* of car *objects*. It's worth nothing that objects come in many different *types*. For example, a *car* object would look entirely different than a *television* object. All of those car objects have various *properties*, which describe the objects: color, number of doors, type of engine, and so forth. Some of these properties you can change, such as the color, and some you can't, such as the manufacturer. Thus some properties you can read and write and some are read-only. All this will become more relevant when you start working with PowerShell objects. But for now you can imagine making a spreadsheet, with columns for the color, doors, and so on, and with each row representing a single car on the lot.

7.2 Members: properties, methods, and events

It's obvious that objects have a lot of things associated with them, and this is where the spreadsheet analogy will start to break down, so we'll stick with cars. And maybe televisions, because who doesn't like a nice TV show now and again?

Consider some of the things you might use to describe a television or a car; these are the properties of the objects. Obviously, each different *type* of object will have a different set of properties, so one of the things you'll always want to keep in mind is the *type name* of the object you're working with. Table 7.1 provides some examples.

Table 7.1 Example properties for a car type and for a television type

TypeName: Car	TypeName: Television
Manufacturer	Manufacturer
Model	Model
Color	Size
EngineType	Resolution
Length	CurrentChannel

Both of these types of objects can perform various actions, which in the world of objects are called *methods*. Specifically, a method is something that you can tell an object to do or have done to it. Thinking in terms of cars and televisions, look at table 7.2 for some examples.

Table 7.2 Example methods for a car type and for a television type

TypeName: Car	TypeName: Television
Turn	ChangeChannel
Accelerate	PowerOn
Brake	PowerOff
DeployAirbags	RaiseVolume
Sell	LowerVolume

In the world of Windows, consider a service. What kinds of actions can a service take? You can stop them, start them, pause them (sometimes), resume them (from pause), and so on. Therefore, if you were looking at an object of the type `Service`, you might expect to find methods named `Start`, `Stop`, `Pause`, `Resume`, and so on.

Collectively, the properties and methods of an object are referred to as its *members*, as if the object type is some kind of exclusive country club and the properties and methods belong to it.

There's one other type of member, called *events*. You don't work with events in PowerShell a whole lot, but you'll see them, so we want you to know what they're for.

NOTE Their lack of use isn't a PowerShell deficiency, because you'll find many good cmdlets for working with WMI-, .NET-, and PowerShell-related events. We'll cover these more in later chapters. Based on our experiences, most administrators haven't explored working with events, which is somewhat complicated and often drifts into the world of .NET or systems programming. The adoption of PowerShell is a bit like the exploration of an unknown area. The pioneers push into unknown territory, such as events, whereas the bulk of the population slowly follows the trails they've created. Events are on the fringes of explored territory for most IT pros.

Basically, an event is a notification from the object to you that something has happened. A car object might have a "Crashed" event, letting you know that something bad happened. A service object might have a "FinishedStarting" event, letting you know that it was done starting. When you use events, you're simply writing commands that you want to run in response to the event. That is, when the car crashes, run the command to call for emergency services. Or sometimes you simply want to see the notification.

PowerShell has a convenient way of showing you the members of an object, the `Get-Member` cmdlet. You should be using this so much that you get tired of typing `Get-Member` and want to use the shorter alias, `gm`, instead. Go right ahead—this is going to be an important part of your life with PowerShell, so you should get familiar with it right away. To use `Get-Member`, run any command that creates output. That output goes into PowerShell's pipeline, and that output is always in the form of objects. You can pipe those objects to `gm` to see what members the objects have. Here's an example:

```
PS C:\> Get-Service | Get-Member

      TypeName: System.ServiceProcess.ServiceController

Name      MemberType Definition
----      -
Name      AliasProperty Name = ServiceName
RequiredServices AliasProperty RequiredServices = ServicesDepen...
Disposed  Event        System.EventHandler Disposed(Sys...
Close     Method       void Close()
Continue  Method       void Continue()
CreateObjRef Method       System.Runtime.Remoting.ObjRef C...
Dispose   Method       void Dispose(), void IDisposable...
Equals    Method       bool Equals(System.Object obj)
ExecuteCommand Method       void ExecuteCommand(int command)
GetHashCode Method       int GetHashCode()
GetLifetimeService Method       System.Object GetLifetimeService()
GetType   Method       type GetType()
InitializeLifetimeService Method       System.Object InitializeLifetime...
Pause     Method       void Pause()
Refresh   Method       void Refresh()
```

Start	Method	void Start(), void Start(string[...]
Stop	Method	void Stop()
WaitForStatus	Method	void WaitForStatus(System.Servic...
CanPauseAndContinue	Property	bool CanPauseAndContinue {get;}
CanShutdown	Property	bool CanShutdown {get;}
CanStop	Property	bool CanStop {get;}
Container	Property	System.ComponentModel.IContainer...
DependentServices	Property	System.ServiceProcess.ServiceCo...
DisplayName	Property	string DisplayName {get;set;}
MachineName	Property	string MachineName {get;set;}
ServiceHandle	Property	System.Runtime.InteropServices.S...
ServiceName	Property	string ServiceName {get;set;}
ServicesDependedOn	Property	System.ServiceProcess.ServiceCon...
ServiceType	Property	System.ServiceProcess.ServiceTyp...
Site	Property	System.ComponentModel.ISite Site...
Status	Property	System.ServiceProcess.ServiceCon...
ToString	ScriptMethod	System.Object ToString();

You can see all of the members in this output:

- Properties, which come in several variations, like `AliasProperty` and plain-old Property properties. Functionally, there's no difference in how you use any of them, so we'll generically refer to them as *properties*.
- Methods, like `Start`, `Stop`, `Pause`, and so on. Don't worry about trying to run these methods now. When the time comes, hopefully there will be cmdlets such as `Stop-Service` you can run that will wrap up the method.
- Events—well, one event—like `Disposed`. We have no idea what this does. Okay, we do but for our purposes you can ignore it. A lot of this information comes from the .NET Framework so more is exposed than most IT pros care to see.

The important, and easy-to-overlook, information is the `TypeName`, which in this case is `System.ServiceProcess.ServiceController`. You can punch that entire `TypeName` into an internet search engine to find Microsoft's detailed documentation on this kind of object, which is where you'd go if you wanted to figure out what `Disposed` is for.

Property types

As you explore different objects with `Get-Member`, you're likely to come across a number of property types. These will be listed under `MemberType`. Items that are `Property` should be what you find when reading the MSDN documentation for that object type. Some of these property names aren't necessarily intuitive for an IT professional, so PowerShell or the cmdlet developer often adds an `AliasProperty`. This is simply an alternative for the "official" property name. For example, the members of `Get-Service` show an `AliasProperty` of `Name`. When you use that property name, PowerShell will "redirect" to the original property name of `ServiceName`. Most Windows admins would think of the name of a service and not a `ServiceName`.

You may also come across `ScriptProperty`. This is another PowerShell added property that uses a PowerShell command to calculate a property value. A `NoteProperty` is a static property name, often added by `Select-Object` or `Add-Member`. Finally, you might also see `PropertySet`. Think of this as a prepackaged bundle of properties. These are defined by PowerShell or cmdlet developers—for example, a process object as a `PSResources` property set. So instead of typing

```
get-process | Select Name, ID, HandleCount, WorkingSet, PagedMemorySize,
PrivateMemorySize, VirtualMemorySize, TotalProcessorTime
```

you can simply type

```
get-process | select PSResources
```

NOTE Microsoft updates its documentation as new versions of .NET are released, but be careful to match the documentation version to the version of .NET you're using. How do you know that? Type `$psversiontable` at a PowerShell prompt and use the first two numbers given in the `CLRVersion` property. On a system using PowerShell v2, expect something like 2.0. For PowerShell v3 you should see a version starting with 4.0.

`Get-Member` is even smart enough to deal with multiple types of objects at once. For example, when you run `Dir`, you're potentially producing both `Directory` objects and `File` objects. They're similar, but not exactly the same. A `Directory`, for example, won't have some of the data that a `File` would have, such as a length (size in bytes).

```
PS C:\windows> dir | gm
```

```

    TypeName: System.IO.DirectoryInfo

Name                MemberType          Definition
----                -
Mode                CodeProperty       System.String Mode{get=Mode;}
Create              Method              System.Void Create(System.Secur...
CreateObjRef        Method              System.Runtime.Remoting.ObjRef ...
CreateSubdirectory  Method              System.IO.DirectoryInfo CreateS...
Delete              Method              System.Void Delete(), System.Vo...
...
PSChildName        NoteProperty       System.String PSChildName=ADWS
PSDrive            NoteProperty       System.Management.Automation.PS...
PSIsContainer       NoteProperty       System.Boolean PSIsContainer=True
PSParentPath       NoteProperty       System.String PSParentPath=Micro...
PSPath             NoteProperty       System.String PSPath=Microsoft....
PSProvider         NoteProperty       System.Management.Automation.Pr...
Attributes         Property            System.IO.FileAttributes Attrib...
CreationTime       Property            System.DateTime CreationTime {g...
CreationTimeUtc    Property            System.DateTime CreationTimeUtc...
Exists             Property            System.Boolean Exists {get;}
Extension          Property            System.String Extension {get;}
FullName           Property            System.String FullName {get;}
LastAccessTime     Property            System.DateTime LastAccessTime ...
LastAccessTimeUtc  Property            System.DateTime LastAccessTimeU...
LastWriteTime      Property            System.DateTime LastWriteTime {...

```

```

LastWriteTimeUtc      Property      System.DateTime LastWriteTimeUt...
Name                  Property      System.String Name {get;}
Parent                Property      System.IO.DirectoryInfo Parent ...
Root                  Property      System.IO.DirectoryInfo Root {g...
BaseName              ScriptProperty System.Object BaseName {get=$th...

```

```

    TypeName: System.IO.FileInfo

```

Name	MemberType	Definition
----	-----	-----
Mode	CodeProperty	System.String Mode{get=Mode;}
AppendText	Method	System.IO.StreamWriter AppendTe...
CopyTo	Method	System.IO.FileInfo CopyTo(strin...
Create	Method	System.IO.FileStream Create()
CreateObjRef	Method	System.Runtime.Remoting.ObjRef ...
...		
PSChildName	NoteProperty	System.String PSChildName=bfsvc...
PSDrive	NoteProperty	System.Management.Automation.PS...
PSIsContainer	NoteProperty	System.Boolean PSIsContainer=False
PSParentPath	NoteProperty	System.String PSParentPath=Micr...
PSPath	NoteProperty	System.String PSPath=Microsoft....
PSPProvider	NoteProperty	System.Management.Automation.Pr...
Attributes	Property	System.IO.FileAttributes Attrib...
CreationTime	Property	System.DateTime CreationTime {g...
CreationTimeUtc	Property	System.DateTime CreationTimeUtc...
Directory	Property	System.IO.DirectoryInfo Directo...
DirectoryName	Property	System.String DirectoryName {get;}
Exists	Property	System.Boolean Exists {get;}
Extension	Property	System.String Extension {get;}
FullName	Property	System.String FullName {get;}
IsReadOnly	Property	System.Boolean IsReadOnly {get;...}
LastAccessTime	Property	System.DateTime LastAccessTime ...
LastAccessTimeUtc	Property	System.DateTime LastAccessTimeU...
LastWriteTime	Property	System.DateTime LastWriteTime {...
LastWriteTimeUtc	Property	System.DateTime LastWriteTimeUt...
Length	Property	System.Int64 Length {get;}
Name	Property	System.String Name {get;}
BaseName	ScriptProperty	System.Object BaseName {get=if ...}
VersionInfo	ScriptProperty	System.Object VersionInfo {get=...

NOTE We removed some of the command's output to save space. We may do that from time to time when the output isn't germane to the discussion, but we'll stick in an ellipsis (...) so that you'll know we left some stuff out.

Keep this trick in mind: Any command that produces output can be piped to `Get-Member` to see what members that output had. But once you've done this, your output is removed and replaced with `Get-Member`'s own output. In other words, `Get-Member` usually needs to be the last thing on the command line, because piping its output to something else doesn't usually make sense or do anything useful (`Select-Object` is sometimes useful if you need the member names, for instance).

Sometimes, PowerShell lies, but only for good. For example, take a look at the first few lines of output created by `Get-Process`:

```
PS C:\> get-process
```

Handles	NPM (K)	PM (K)	WS (K)	VM (M)	CPU (s)	Id	ProcessName
87	8	2208	7780	79	1.06	1100	conhost
33	5	980	3068	46	0.02	1820	conhost
30	4	828	2544	41	0.00	2532	conhost

Guess what? There's no property named "NPM(K)." Of those eight columns, only Handles, Id, and ProcessName have the correct column headers. The rest of them were created by PowerShell for display purposes, but they're not the real property names. So, if you wanted to work with the information in those columns, you'd need to find the property names. Remember that you can use any property name you see from Get-Member in cmdlets like Where-Object and Select-Object. Don't assume a command's default output is all there is to the object or that those are the actual property names.

NOTE Go ahead and open PowerShell, and run `Get-Process | Get-Member`. See if you can identify the properties that were used to create those other five columns.

7.3 Sorting objects

Once you know the properties that an object contains, you can start to have fun with those objects. For example, by default `Get-Process` produces a list that's sorted by process name. What if you wanted to sort the list by Virtual Memory size instead?

This is where PowerShell's object orientation proves to be vastly superior to older text-based shells. In a Unix operating system, for example, you'd have to do some fancy text manipulation. You'd need to know that the Virtual Memory column started at character 27 and went on for five character columns. If the output of the command ever changed, you'd be out of luck and would have to rewrite all your commands that depended on Virtual Memory being in characters 27 through 31. In PowerShell, you don't need to worry about it. Because the data isn't text until the command has finished running, you can take advantage of the flexibility of the object data structure and run something like the following:

```
PS C:\> get-process | sort-object -Property vm
```

Handles	NPM (K)	PM (K)	WS (K)	VM (M)	CPU (s)	Id	ProcessName
0	0	0	24	0		0	Idle
486	0	108	304	3		4	System
29	2	348	1020	5	0.05	228	smss
48	4	824	2688	14	0.02	1408	svchost
144	8	2284	4068	18	0.02	484	lsmon
68	6	1356	4244	29	0.05	2828	svchost
261	18	3180	7424	31	0.16	712	svchost
233	13	3848	7720	34	1.15	468	services
96	13	2888	4868	34	0.00	1352	ismserv
125	13	2324	5712	35	0.05	1468	dfssvc

We hope you used `Get-Member` to discover that the “VM(M)” column is being produced from the `VM` property. We took the output of `Get-Process` and passed the information to `Sort-Object`. The `Sort-Object` cmdlet has a parameter, `-Property`, that lets you specify one or more properties—that is, columns—on which to sort. As you can see from the first few lines of output, it’s now sorting on the `VM` property. Note that sorting is in ascending order by default; if you want descending order, there’s another parameter for that:

```
PS C:\> get-process | sort-object -Property vm -Descending
```

Handles	NPM(K)	PM(K)	WS(K)	VM(M)	CPU(s)	Id	ProcessName
256	38	88116	74268	692	1.89	2188	powershell_ise
403	21	56032	54320	566	2.31	2656	powershell
248	39	38920	35684	545	0.84	1248	Microsoft.Acti...
146	24	29336	21924	511	0.37	164	PresentationFo...
985	43	19344	35604	387	8.52	848	svchost
1118	103	21460	27752	358	2.87	476	lsass

Now, we have to be honest and tell you that you won’t see most people run the command that way. They’ll usually use aliases instead of the full cmdlet names. They’ll often know that the `-Property` parameter is positional, meaning you don’t have to type the parameter name as long as your list of sort properties appears immediately after the cmdlet name or alias. When you type less, you can specify the descending option, because it’s the only parameter that starts with the letters “desc.” In other words, the following is more common:

```
PS C:\> get-process | sort vm -desc
```

Handles	NPM(K)	PM(K)	WS(K)	VM(M)	CPU(s)	Id	ProcessName
256	38	88116	74268	692	1.89	2188	powershell_ise
400	21	86920	87024	567	3.32	2656	powershell
248	39	38920	35684	545	0.84	1248	Microsoft.Acti...
146	24	29336	21924	511	0.37	164	PresentationFo...
998	44	19536	35712	389	8.52	848	svchost

Keep in mind that the property name—`vm`, in this case—can’t be shortened in any way. The shortening bit only applies to parameter names, not their values. Although you didn’t type the parameter name (it’s `-Property`), `vm` is still being passed to that parameter as a value. You can tell because it’s `vm` and not `-vm`.

7.4 Selecting objects

The next cmdlet we’ll discuss is `Select-Object`. This cmdlet can do several distinct things, and it can do some of them at the same time. Because we find that newcomers to PowerShell get *very* confused about this command’s functionality, we recommend you pay close attention to what we’re describing.

7.4.1 Use 1: choosing properties

Select-Object includes a `-Property` parameter, which accepts a comma-separated list of properties that you want to display. You use this to override the default display for that object type. PowerShell will still control how this information is formatted (we'll show you how to control formatting in chapter 9).

TIP Remember, if you're curious about what properties are available to be selected, pipe the object to `Get-Member`. Don't assume that the formatted column headers you may have seen are the property names.

```
PS C:\> Get-Process | Select-Object -Property Name, ID, VM, PM
```

Name	Id	VM	PM
conhost	1100	82726912	2166784
conhost	1820	48480256	1003520
conhost	2532	42979328	847872
csrss	324	45211648	2027520
csrss	372	74035200	31252480
dfsrs	1288	363728896	14540800
dfssvc	1468	36069376	2326528

As you can see from those first few lines of output, you got exactly the “columns” (remember our spreadsheet example?) you asked for. Also note that PowerShell isn't terribly sensitive about case—it displayed “Id” even though you typed it as “ID”.

Here's something interesting about `Select-Object`:

```
PS C:\> Get-Process | Select Name, ID, VM, PM | get-member
```

```
TypeName: Selected.System.Diagnostics.Process
```

Name	MemberType	Definition
Equals	Method	bool Equals(System.Object obj)
GetHashCode	Method	int GetHashCode()
GetType	Method	type GetType()
ToString	Method	string ToString()
Id	NoteProperty	System.Int32 Id=1100
Name	NoteProperty	System.String Name=conhost
PM	NoteProperty	System.Int32 PM=2162688
VM	NoteProperty	System.Int32 VM=82726912

TIP `Select-Object` can be shortened to its alias, `Select`. Its `-Property` parameter is positional (like it was for `Sort`), so in that last example you provided the list of properties in the correct position.

After `Select-Object` runs, the objects it sends to the pipeline have only the properties you specified. Everything else is gone. You can see that the objects' type name have changed too, indicating that they've been “Selected.” That's a cue to you that this isn't a complete process object; it's a subset of information that would normally be available. This behavior creates some interesting problems for newbies. Can you tell the difference between these two commands?

- 1 `Get-Process | Select Name,Id,PM,NPM | Sort VM -Descending`
- 2 `Get-Process | Sort VM -Descending | Select Name,Id,PM,NPM`

Here's the difference:

- 1 The process objects are generated first. Then, you're selecting a subset of their columns (i.e., properties), including only Name, ID, PM, and NPM. Only those four properties will exist in the output. Yet the final command is trying to sort on the VM property, which wasn't one of the ones you picked. This command will run without error, but you won't get the results you were expecting.
- 2 The process objects are generated first, and then you sort them on the VM property. This will work, because at this stage the objects still have a VM property. Then you choose the properties you want to see.

These two examples illustrate how important it is to think about what each command is doing, about what each command is outputting, and about what the next command is going to do with that output—think in pipelines, not commands. This is another situation where `Get-Member` is invaluable. If you run a command and don't get the result you expect, break your command into small commands and pipe each part to `Get-Member` so you can verify exactly what type of object PowerShell is writing to the pipeline.

7.4.2 Use 2: choosing a subset of objects

The other, and almost completely unrelated, thing that `Select-Object` can do is select a subset of “rows” or objects. It can select a chunk of objects either from the beginning of the set, or from the end, or even from the middle. But that's it.

NOTE This is a big “gotcha” for newcomers. `Select-Object` doesn't apply any intelligence when it's grabbing a chunk of rows. It's either “the first 10,” or “the last 5,” or something like that. *It doesn't care about the data*—it's merely counting off a specified number of rows. That's it.

In this example, you grab the five processes that are using the most virtual memory:

```
PS C:\> Get-Process | sort VM -Descending | select -first 5
```

Handles	NPM(K)	PM(K)	WS(K)	VM(M)	CPU(s)	Id	ProcessName
256	38	88116	74268	692	1.89	2188	powershell_ise
483	21	69624	70160	567	3.87	2656	powershell
248	38	38880	35648	543	0.84	1248	Microsoft.Acti...
146	24	29336	21924	511	0.37	164	PresentationFo...
993	43	19352	35620	387	8.52	848	svchost

Or maybe you'd like to see the five using the least amount of paged memory:

```
PS C:\> Get-Process | sort PM -Descending | select -last 5
```

Handles	NPM(K)	PM(K)	WS(K)	VM(M)	CPU(s)	Id	ProcessName
30	4	828	2544	41	0.00	2532	conhost
48	4	824	2688	14	0.02	1408	svchost

29	2	348	1020	5	0.05	228	smss
485	0	108	304	3		4	System
0	0	0	24	0		0	Idle

Or perhaps—and this gets tricky—you want to see the five biggest consumers of paged memory, skipping the top three:

```
PS C:\> Get-Process | sort PM -Descending | select -skip 3 -first 5
```

Handles	NPM (K)	PM (K)	WS (K)	VM (M)	CPU (s)	Id	ProcessName
525	21	69980	70776	567	4.10	2656	powershell
248	39	38928	35684	545	0.84	1248	Microsoft.Acti...
606	42	32704	39540	192	1.98	1788	explorer
206	14	30520	19504	71	1.40	372	csrss
146	24	29336	21924	511	0.37	164	PresentationFo...

Keep in mind that it doesn't matter in which order you specify the parameters to `Select-Object`; it will always execute `-Skip` first and then grab whatever `-First` or `-Last` you specify.

When used in this context, `Select-Object` writes the original object to the pipeline. So in this example if you piped the command to `Get-Member` you'd see `PowerShell` is writing `System.Diagnostics.Process` to the pipeline.

NOTE We want to remind you again that `-First` and `-Last` don't care about the data in your objects. They're only grabbing the "top five consumers of memory" because you'd first sorted them on that data. After sorting you need to blindly grab the first five or last five or whatever—the first or last "n" that are presented to `Select-Object` by the pipeline. That's the extent of `Select-Object`'s ability to filter out some of the objects you've produced.

One important change has been made to `Select-Object` in v3 that you probably won't recognize but will appreciate. In PowerShell v2, when you selected, say, the first 5 objects, PowerShell continued to get all of the remaining objects. For small data sets this was no big deal. But if your command was returning 5,000 objects and you just wanted the first 5, you had to wait until all 5,000 were processed—hardly performance friendly. Now in v3, once PowerShell gets the first or last X number of objects, it stops processing, which means a much faster performing expression. If for some reason you'd like to revert to the v2 approach, use the `-Wait` parameter. If you don't believe us, you can test this for yourself with `Measure-Command`.

```
PS C:\work> measure-command {1..5000 | select -first 5 -wait}
```

Days	: 0
Hours	: 0
Minutes	: 0
Seconds	: 0
Milliseconds	: 98
Ticks	: 983903
TotalDays	: 1.13877662037037E-06
TotalHours	: 2.73306388888889E-05
TotalMinutes	: 0.00163983833333333

```

TotalSeconds      : 0.0983903
TotalMilliseconds : 98.3903

PS C:\work> measure-command {1..5000 | select -first 5}

Days              : 0
Hours             : 0
Minutes          : 0
Seconds          : 0
Milliseconds     : 0
Ticks            : 6005
TotalDays        : 6.95023148148148E-09
TotalHours       : 1.66805555555556E-07
TotalMinutes     : 1.00083333333333E-05
TotalSeconds     : 0.0006005
TotalMilliseconds : 0.6005

```

In the first command, which simulates the v2 approach, it took 98 milliseconds. But the v3 optimized approach only took *.6 milliseconds*. That's a performance gain we think we can all get behind.

7.4.3 Use 3: making custom properties

This is a super-cool feature: `Select-Object`'s `-Property` parameter accepts a combination of property names, which you've seen us do, and custom properties, which are properties you define on the fly using a special syntax. We'll admit up front that the syntax is kind of ugly and involves a lot of punctuation, but it's worth learning. Let's start with a one-line example:

```

PS C:\> Get-Process | Select -Property
      Name, ID, @{name="TotalMemory";expression={$_.PM + $_.VM}}

Name              Id              TotalMemory
----              -
conhost          1100             84889600
conhost          1820             49483776
conhost          2532             43827200
csrss            324              47239168

```

Here you're creating a new property called `TotalMemory`. The value for this property comes from adding the `PM` and `VM` properties of each object in the collection.

Hmm, looking at this it turns out the `VM` and `PM` properties are in bytes. You're used to seeing them in kilobytes and megabytes, because PowerShell's default output obviously tweaks them. Because you're working with the raw values, you'll have to do some math. The following is a one-line command that wraps on the printed page:

```

PS C:\> Get-Process | Select -Property
      Name, ID, @{name="TotalMemory (M)";expression={({($_.PM + $_.VM) / 1MB -as
      [int])}}

Name              Id              TotalMemory (M)
----              -
conhost          1100              81
conhost          1820              47

```


conhost	2532	42
csrss	324	45
csrss	372	100
dfsrs	1288	361

NOTE Keep your math skills in mind. You needed to enclose the addition operation in parentheses to force it to occur first. Otherwise, math rules dictate that PowerShell run `$_ .VM / 1MB` first and then add `$_ .PM`, which would still be in bytes.

Okay, so what the heck is all that?

- The structure starting with an @ sign is called a *hash table* (also referred to as dictionaries or associative arrays). Hash tables consist of one or more key-value pairs. In this case, we've used two pairs. Each pair is separated by a semicolon. See the About Hash Tables help topic.
- The first key is `name`, and it's a key that `Select-Object` has been designed to look for. We didn't make this up—it's listed in the examples in the help file for `Select-Object`. The value that goes along with this key is what you want to appear in the column header for your new, custom property.
- The second key is `expression`, and we didn't make that up, either. Again, it's a special key that the command is hardcoded to look for. Its value goes in curly brackets, and everything inside the curly brackets is run by PowerShell to create the value for this column for each row. You can have as much PowerShell code as you need between the curly braces.
- The `$_` is a placeholder that PowerShell looks for in special situations. This is one of those situations. PowerShell will replace `$_` with whatever object is in the row that's currently being produced. So, `$_` will represent one process object at a time. Because this placeholder trips up many people, in PowerShell v3 you can also use `$psitem` in its place and achieve the same result.
- You don't want to work with the entire process object—it has more than 65 properties! You only want to work with one of those properties at a time. In other words, you want to work with a piece, or a fraction, of the object. In math, what character indicates a fraction? A decimal point! So you follow `$_` with a period, or decimal point, to indicate that you're going to specify the portion of the object you want. In the first case, it's the `.PM` property, and in the second it's the `.VM` property.
- Each @ structure represents a single property in your output. You can specify as many of those structures as you want, as part of the comma-separated property list, to create additional columns.

One use for this trick is to come up with new column names that you like better than the originals:

```
PS C:\> Get-Process | Select -Property Name, ID,
>> @{name="VirtMem";expression={$psitem.vm}},
>> @{name="PhysMem";expression={$psitem.pm}}
>>
```

Name	Id	VirtMem	PhysMem
conhost	1100	82726912	2166784
conhost	1820	48480256	1003520
conhost	2532	42979328	847872
csrss	324	45211648	2027520

In this example we opted for the newer `$psitem` instead of `$_` to indicate the current object in the pipeline. As with all other cases where you use `Select-Object` and its `-Property` parameter, the output objects contain only the properties you specified:

```
PS C:\> Get-Process | Select -Property Name, ID,
>> @{name="VirtMem";expression={$psitem.vm}},
>> @{name="PhysMem";expression={$psitem.pm}} | get-member
>>
```

TypeName: Selected.System.Diagnostics.Process

Name	MemberType	Definition
Equals	Method	bool Equals(System.Object obj)
GetHashCode	Method	int GetHashCode()
GetType	Method	type GetType()
ToString	Method	string ToString()
Id	NoteProperty	System.Int32 Id=1100
Name	NoteProperty	System.String Name=conhost
PhysMem	NoteProperty	System.Int32 PhysMem=2166784
VirtMem	NoteProperty	System.Int32 VirtMem=82726912

You need to remember a couple of other things about these custom properties:

- The key name can be replaced with `n` as a shortcut. You could also use `label` or `l` (the letter L). We don't like using an L all by itself, because it's easily mistaken for the number 1.
- The key expression can be replaced with `e` as a shortcut.
- Use `$_` or `$psitem` to reference the current object in the pipeline.

NOTE Why does PowerShell let you use `name`, `n`, `label`, or `l`? In v1 of PowerShell, there were some cmdlets that accepted custom properties and required `name`. Other cmdlets that did the same thing used `label` instead. It made no sense, so in v2 Microsoft let all of those cmdlets use any of those keys.

7.4.4 Use 4: extracting and expanding properties

Okay, this will get a bit cerebral, but bear with us while we walk you through some examples. We're going to focus on exclusively using the `-ExpandProperty` parameter of `Select-Object` for all of these.

EXTRACTING PROPERTY VALUES

First, let's suppose you have a bunch of computers in Active Directory. Hopefully that isn't too hard to imagine. Now, let's say you want to get a list of running processes from every computer in the WebFarm organizational unit (OU) of the company.pri domain.

NOTE In these examples we're assuming you're using the Microsoft AD cmdlets, which aren't part of PowerShell v3 but must be added separately, usually by installing Remote Server Administration Tools (RSAT). If that's not the case, you'll need to modify them to fit with your toolset.

You run the following to get the computers themselves:

```
Get-ADComputer -filter * -searchBase "ou=WebFarm,dc=company,dc=pri"
```

This command produces a bunch of computer objects, each of which will have a `Name` property containing the computer's name. The `Get-Process` cmdlet accepts multiple computer names on its `-ComputerName` parameter, so in theory it might seem like you could do this:

```
Get-Process -computerName (
    Get-ADComputer -filter * -searchBase "ou=WebFarm,dc=company,dc=pri"
)
```

Problem is, `Get-ADComputer` produces objects of the type `Computer`, while the `-ComputerName` parameter wants input of the type `String` (it says so in the command's help file). So that won't work. Instead, you need to extract only the contents of the `Name` property from those computers, and that's where the `-ExpandProperty` parameter comes in:

```
Get-Process -computerName (
    Get-ADComputer -filter * -searchBase "ou=WebFarm,dc=company,dc=pri" |
    Select-Object -expandProperty Name
)
```

NOTE We're writing these commands in a more formatted style to make them more readable in the book. You can type them exactly as they're written (press `Enter` on a blank line when you're finished to run them), or type them all into a single line. It's your choice.

When PowerShell executes this expression, the command within the parentheses is evaluated first. This expression is getting all computer objects from the WebFarm organizational unit and expanding the `Name` property. This has the effect of writing a collection of strings, such as the computer name, to the pipeline, instead of a bunch of computer objects. Using `-ExpandProperty` is also a handy technique when you want to save a property value to a variable.

For example, let's say you have some code to use the `DisplayName` property from a service object. This works, but it's a little complicated:

```
PS C:\> $svc=get-service spooler | select displayname
PS C:\> Write-Host "Checking $($svc.Displayname)"
Checking Print Spooler
```

The Get-Service cmdlet wrote a service object to \$svc so you need to use a sub-expression to access the DisplayName property. Or you can expand the property:

```
PS C:\> $svc=get-service spooler | Select -expandproperty Displayname
PS C:\> Write-Host "Checking $($svc.Displayname)"
Checking
PS C:\> Write-Host "Checking $svc"
Checking Print Spooler
```

Depending on your situation this might be easier to understand. You can only expand a single property, but you can do it for a bunch of objects. This is a great way of creating an array of simple values.

```
PS C:\> $sources=get-eventlog system -newest 1000 |
>> select -unique -ExpandProperty Source
>>
PS C:\> $sources | sort | select -first 10
Application Popup
BROWSER
BTHUSB
DCOM
disk
EventLog
Microsoft-Windows-Dhcp-Client
Microsoft-Windows-DHCPv6-Client
Microsoft-Windows-DNS-Client
Microsoft-Windows-DriverFrameworks-UserMode
```

With this technique, \$sources is a collection of strings and not eventlog objects.

EXPANDING COLLECTIONS

Sometimes, you'll find that a property is a collection of other objects. For example, the DependentServices property of a service object is a collection of other services:

```
PS C:\> Get-Service | Select-Object -Property Name,DependentServices
```

Name	DependentServices
----	-----
ADWS	{}
AeLookupSvc	{}
ALG	{}
AppIDSvc	{}
Appinfo	{}
AppMgmt	{}
AudioEndpointBuilder	{AudioSrv}
AudioSrv	{}
BFE	{SharedAccess, RemoteAccess, Polic...

These collections get printed in curly brackets as you see here, but you can use -ExpandProperty to “expand” them into their full, standalone objects. This is often

useful when you're getting a single top-level object, such as getting the BFE service (which appears to have several dependent services):

```
PS C:\> Get-Service -Name BFE | Select -Expand DependentServices

Status   Name                DisplayName
-----
Stopped  SharedAccess        Internet Connection Sharing (ICS)
Stopped  RemoteAccess        Routing and Remote Access
Stopped  PolicyAgent         IPsec Policy Agent
Running  MpsSvc              Windows Firewall
Stopped  IKEEXT              IKE and AuthIP IPsec Keying Modules
```

Now you can see the *contents* of the `DependentServices` property. Those contents are themselves services, so they have the same familiar-looking output.

PowerShell v3 also has a helpful new feature that makes it easier to select a single property from a group of objects. Consider this expression:

```
PS C:\> $disabled = get-wmiobject win32_service -filter
"Startmode='Disabled'"
```

If you wanted to list the `DisplayName` property of each service, you could do this:

```
PS C:\> $disabled | Select DisplayName

Displayname
-----
Bluetooth Support Service
HomeGroup Listener
HomeGroup Provider
Net.Tcp Port Sharing Service
Routing and Remote Access
Remote Registry
Smart Card
Internet Connection Sharing (ICS)
Windows Biometric Service
Windows Media Player Network Sharing Service
Family Safety
```

If you wanted just the names, you could use `-ExpandProperty`, which we just discussed:

```
PS C:\> $disabled | Select -ExpandProperty Displayname

Bluetooth Support Service
HomeGroup Listener
HomeGroup Provider
Net.Tcp Port Sharing Service
Routing and Remote Access
Remote Registry
Smart Card
Internet Connection Sharing (ICS)
Windows Biometric Service
Windows Media Player Network Sharing Service
Family Safety
```

Or you can simply reference the property and PowerShell will automatically unroll the objects, retrieving just the property you're after:

```
PS C:\> $disabled.displayname
Bluetooth Support Service
HomeGroup Listener
HomeGroup Provider
Net.Tcp Port Sharing Service
Routing and Remote Access
Remote Registry
Smart Card
Internet Connection Sharing (ICS)
Windows Biometric Service
Windows Media Player Network Sharing Service
Family Safety
```

7.4.5 Use 5: choosing properties and a subset of objects

You can also combine the “first or last” functionality with the ability to pick the columns (properties) that you want:

```
PS C:\> Get-Process | sort PM -Descending |
>> select -skip 3 -first 5 -property name,id,pm,vm
>>
```

Name	Id	PM	VM
-----	--	--	--
powershell	2656	72245248	594939904
Microsoft.Activ...	1248	39858176	571244544
explorer	1788	33488896	200929280
csrss	372	31252480	74035200
PresentationFon...	164	30040064	536096768

NOTE Normally, you’ll see people specify the properties they want without using the `-Property` parameter name: `Select-Object Name, ID, PM, VM`. We didn’t do that, because we didn’t specify the list of properties in the first position. When you use parameter names, as you did in this example, you can put the parameters in any order you want. We’re big fans of using parameter names, specifically because you don’t have to remember any special order. If you omit the parameter names and only provide values, then it’s on you to make sure you get the order right, and it’s easy to get that wrong if you’re starting out.

7.5 Filtering objects

We showed you how `Select-Object` can grab a subset of objects, but we took pains to point out that it’s nonintelligent, grabbing hunks of objects from the beginning or end of the set. The `Where-Object` cmdlet, on the other hand, has much more powerful capabilities for truly filtering out objects you don’t want.

7.5.1 Simplified syntax

PowerShell v3 introduced a new, simplified syntax for `Where-Object`, so we’ll cover that first. Version 3 still supports the full syntax, which is all that’ll work in older versions of PowerShell, and we’ll cover that last.

To use this syntax, you'll need to know two things:

- The name of the property that contains the data you want to filter on
- The property values that you want to keep (everything else will be discarded)

Here's an example:

```
PS C:\> Get-Service | Where Status -ne Running
Status Name DisplayName
-----
Stopped AeLookupSvc Application Experience
Stopped ALG Application Layer Gateway Service
Stopped AppIDSvc Application Identity
Stopped Appinfo Application Information
Stopped AppMgmt Application Management
Stopped AudioEndpointBu... Windows Audio Endpoint Builder
```

We included the first few lines of output. As you can see, we used the `Where` alias instead of the `Where-Object` cmdlet name; you'll also see people use the alias `?` (this is harder for newcomers to understand so we don't recommend it), as in this example:

```
PS C:\> Get-Service | ? Status -ne Running
Status Name DisplayName
-----
Stopped AeLookupSvc Application Experience
Stopped ALG Application Layer Gateway Service
Stopped AppIDSvc Application Identity
Stopped Appinfo Application Information
Stopped AppMgmt Application Management
Stopped AudioEndpointBu... Windows Audio Endpoint Builder
```

After the command (or alias), you type the name of the property you want the command to look at. In this case, we chose the `Status` property. Then, you specify one of PowerShell's comparison operators, which we covered in the previous chapter. Finally, you specify the value that identifies objects you want to keep—we wanted to keep all services that didn't have a status of "Running."

To use this simplified syntax, you need to know a few rules:

- You can only perform a single comparison. In other words, you can't look for services that have a service type of "Win32OwnProcess" and a status of "stopped"—you can only do one of those things. You *could* use two consecutive `Where-Object` commands to achieve that goal, though.
- You can only use the core comparison operators specifically supported by the command—read its help for a full list.

If you need to do anything more complicated, you'll have to switch to the full syntax for the command.

NOTE Keep in mind that the simplified syntax was new for PowerShell v3. You're likely to run across lots of examples that seem like they could use the simplified syntax but instead use the full syntax. It's likely those examples were written for older versions of PowerShell, or that the examples' authors are used to the full syntax. It's okay, because that full syntax still works fine in v3.

7.5.2 Full syntax

The full syntax for `Where-Object` involves a script block, which is basically a comparison contained within curly brackets. This syntax uses the same `$_` or `$psitem` that you could've used in `Select-Object`. Remember, PowerShell looks for `$_` in special instances, and the script block of `Where-Object` is one of those. If you don't need to work with the entire piped-in object (and you rarely will), use a period to specify a single property. For example, here are three versions of the exact same command. We'll start with the fullest possible syntax and work down to the briefest using aliases and positional parameters:

- `get-process | Where-Object -FilterScript {$_.workingset -gt 1mb -AND $_.company -notmatch "Microsoft"}`
- `get-process | Where {$_.workingset -gt 1mb -AND $_.company -notmatch "Microsoft"}`
- `ps | ? {$_.ws -gt 1mb -AND $_.company -notmatch "Microsoft"}`

These all do exactly the same thing, and you're welcome to run them in PowerShell to see what you get. You'll notice that, with this full syntax, you're able to specify multipart comparisons using some of the Boolean operators that we introduced in chapter 6.

If you're writing a script that might be executed on a system running PowerShell v2, you'll need to stick with `$_`. Otherwise you can use `$psitem`, but the only thing you gain is potential clarity.

7.6 Grouping objects

Most of the time, the PowerShell pipeline handles groups of objects fine. But sometimes you want to take matters into your own hands. The `Group-Object` cmdlet takes a bunch of objects and puts them into buckets, or groups, based on a key property:

```
PS C:\> get-service | Group-Object -property Status
```

Count	Name	Group
95	Running	{System.ServiceProcess.ServiceController, Sy...
99	Stopped	{System.ServiceProcess.ServiceController, Sy...

Here you're taking all the service objects and piping them to `Group-Object`, organizing them into groups based on the `Status` property. What you get back is a different object. Even though you started with service objects, `Group-Object` writes a different type of object to the pipeline. You can verify this by piping your command to `Get-Member`:

```
PS C:\> gsv | group status | gm
```

```

      TypeName: Microsoft.PowerShell.Commands.GroupInfo

Name      MemberType Definition
-----
Equals    Method      bool Equals(System.Object obj)
GetHashCode Method      int GetHashCode()
GetType   Method      type GetType()
ToString  Method      string ToString()

```



```
Count      Property System.Int32 Count {get;}
Group      Property System.Collections.ObjectModel.Collection`1[[Syst...
Name       Property System.String Name {get;}
Values     Property System.Collections.ArrayList Values {get;}
```

You can simplify your typing by taking advantage of aliases and positional parameters. As you can see, you have something called a `Microsoft.PowerShell.Commands.GroupInfo` object, which has properties of `Group`, `Name`, and `Values`. The `Group` property is the collection of objects. In this example, that will be service objects.

Let's run that command again:

```
PS C:\> $services=gsv | group status
PS C:\> $services

Count Name          Group
-----
100 Stopped          {System.ServiceProcess.ServiceController, Sy...
94  Running         {System.ServiceProcess.ServiceController, Sy...
```

The variable `$services` contains the `GroupInfo` objects. Let's look at the `Group` property of the first element of `$services` and display the first few items:

```
PS C:\> $services[0].group[0..5]

Status Name          DisplayName
-----
Stopped AeLookupSvc      Application Experience
Stopped ALG         Application Layer Gateway Service
Stopped AppIDSvc   Application Identity
Stopped Appinfo    Application Information
Stopped AppMgmt    Application Management
Stopped aspnet_state ASP.NET State Service
```

Grouping objects can come in handy when you're more interested in the collective results. For example, suppose you want to find out what types of files are in a given folder. We'll look at a local folder, but this would easily translate to a shared folder on one of your file servers:

```
PS C:\> $files=dir c:\work -recurse -file| Group Extension
PS C:\> $files | sort Count -descending | select -first 5 Count,Name

Count Name
-----
215 .txt
90 .ps1
42 .csv
40 .xml
15 .abc
```

We'll deal with formatting later, but at a glance you can see which files are most in use. If you were curious about the files themselves, you could get them in the `Group` property.

Depending on what you need to do with the grouped objects, you might find it easier to work with a hash table. `Group-Object` can help you with the `-AsHashTable` parameter:

```

PS C:\> $services = Get-WmiObject win32_service |
>> group StartMode -AsHashTable
>>
PS C:\> $services

Name                               Value
----                               -
Manual                             {\SERENITY\root\cimv2:Win32_Service.Name...
Unknown                             {\SERENITY\root\cimv2:Win32_Service.Name...
Auto                                 {\SERENITY\root\cimv2:Win32_Service.Name...
Disabled                             {\SERENITY\root\cimv2:Win32_Service.Nam...
PS C:\> $services.Disabled.count
11
PS C:\> $services.Disabled.displayname
Bluetooth Support Service
HomeGroup Listener
HomeGroup Provider
Net.Tcp Port Sharing Service
Routing and Remote Access
Remote Registry
Smart Card
Internet Connection Sharing (ICS)
Windows Biometric Service
Windows Media Player Network Sharing Service
Family Safety

```

Finally, sometimes you don't care about the grouped items themselves, only the results of the grouping. In those situations you can use the `-NoElement` parameter, which omits the `Group` property:

```

PS C:\> dir c:\scripts -file | group extension -NoElement |
>> sort count -des | select -first 5
>>

Count Name
-----
1170 .ps1
 313 .txt
  57 .zip
  26 .xml
  25 .csv

```

Here we got all files from the Scripts folder, grouped by extension but omitting the files themselves.

7.7 Measuring objects

Sometimes, you need to know how many objects you have, and PowerShell is happy to help. Allow us to introduce the `Measure-Object` cmdlet and its alias, `Measure`:

```

PS C:\> Get-Command -Verb Get | Measure-Object

Count      : 508
Average    :
Sum        :
Maximum    :

```

```
Minimum :
Property :
```

You can also get count information with `Group-Object` as we showed previously. But as the previous output implies, `Measure-Object` can do more than count, if you give it a single property that you know contains numeric data:

```
PS C:\> Get-Process | Measure-Object -Property PM -Average -Sum -Min -Max

Count      : 45
Average    : 14478631.8222222
Sum        : 651538432
Maximum    : 90230784
Minimum    : 0
Property   : PM
```

Like `Group-Object`, this cmdlet writes a new object to the pipeline with properties like `Sum` and `Average`. But as you can imagine, this is certainly a useful tool. Let's continue with our group of file extensions and find out how much space they're using:

```
PS C:\> $files | sort count -descending |
>> select -first 5 Count,Name,@{Name="Size";Expression={
>> ($_.Group | Measure-Object Length -sum).sum}}
>>
```

Count	Name	Size
-----	----	----
215	.txt	22386907
90	.ps1	663866
42	.csv	7928346
40	.xml	26003578
15	.abc	4564272

Here you created a custom property called `Size` that took the `Group` property from each `GroupInfo` object and piped it to `Measure-Object` to get the sum of the `length` property. This is a nice example of the PowerShell's flexibility and capability. You started out by running a simple `DIR` command and ended up with completely different but extremely valuable output.

7.8 Enumerating objects

Enumerating basically means “going through a whole bunch of things, one at a time.” In other words, imagine that you have a big stack of comic books and need to pick out all the ones that Neil Gaiman worked on. You're going to go through that stack, one at a time, open each one up, and look to see if Neil's mentioned in the credits. It's going to be time-consuming, and you're going to wish you could get your little brother to do it, but it's what you have to do.

PowerShell does this with the `ForEach-Object` cmdlet. As with `Where-Object`, PowerShell v3 introduced a simplified syntax—but this time, we're going to start with the full syntax.

7.8.1 Full syntax

You'll usually pass a script block to its `-Process` parameter, and in that script block you'll have access to good-old `$_`, which will represent a single piped-in object, or use the newer `$psitem`. For example, let's say that you were fed up with work and needed to shut down every computer in the domain. We're not saying you should do that, but if you needed to, this would accomplish it:

```
Get-ADComputer -filter * | ForEach-Object -Process {
    Stop-Computer -computerName $_.Name
}
```

In real life, if someone were crazy enough to do this, you'd probably see it written with an alias as well as abbreviated and positional parameters:

```
Get-ADComputer -filter * | ForEach {
    Stop-Computer -comp $_.Name
}
```

You might even see a shorter alias used. This isn't one we care for, because it gets hard to read scripts that have a lot of these, but people use it a lot:

```
Get-ADComputer -filter * | % {
    Stop-Computer -comp $_.Name
}
```

You could type any of those all on one line, but you could also type them exactly as we did in the example. Press Enter on a blank line when you're finished, and PowerShell will start shutting everything down.

Before you do that (and possibly tank your career), we want to revisit this concept of enumerating. We're not going to pretend you'll never need to use this cmdlet, because you will. We're not even going to tell you that using it should be a rare occurrence, because it might not be. But any time you do use `ForEach-Object`, sit down and ask yourself if you really have to. For example, we notice that the `Stop-Computer` cmdlet has a `-computerName` parameter, which accepts data of the type `string[]`, which means it can accept more than one computer name at a time. Thus, the following would work:

```
Stop-Computer -computername (
    Get-ADComputer -Filter * | Select -Expand Name)
```

See? No need to use the confusing old `ForEach-Object` at all, with its curly brackets and `$_` and whatnot. In many cases, a properly used cmdlet can work against several things at once, without you needing to go through them one at a time. It's as if you had a magic scanner into which you could pour your comic collection and have it spit out the ones you want without you having to manually look at each one.

7.8.2 Simplified syntax

The simplified syntax for `ForEach-Object` is a bit restrictive in what it lets you do, but it does away with the ugly `$_` or `$psitem` placeholder. The simplified syntax of

Foreach-Object has similar restrictions to Where-Object in that you can only use a single simple command. As an example, you can use calc.exe:

```
PS> start-process calc
PS> Get-Process calc
```

Handles	NPM(K)	PM(K)	WS(K)	VM(M)	CPU(s)	Id	ProcessName
72	18	6152	11060	85	0.11	2320	calc

A new calculator process is started. Richard used to use Notepad for this sort of example until a reviewer complained because the code shut down Notepad and destroyed his notes. We trust you aren't. In the full syntax, you'd use

```
Get-Process calc | foreach {$_.Kill() }
```

In the real world you'd use `Get-Process calc | Stop-Process`, but the explanation wouldn't work as well.

With the simplified syntax, you'd use

```
Get-Process calc | foreach Kill
```

But something like this won't work:

```
Get-Process | foreach if (Id -eq 2120){Kill}
```

You need to use the full syntax:

```
Get-Process | foreach {if ($_.Id -eq 2120){$.Kill()}}
```

The new, simplified syntax is probably of more use with Where-Object, but having options is always good, and you should take the opportunity to type less code to achieve the desired result where applicable.

7.9 Importing, exporting, and converting objects

Now we're going to cover PowerShell's core, built-in commands for getting data in and out of the shell and various other formats. First, let's define the four verbs you'll be working with:

- **Import** refers to the process of reading data from some external format, usually a file, and bringing that data into the shell in the form of objects. So this is a two-step process: *read* the data, and then *convert* the data into objects.
- **Export** refers to the process of taking objects in the shell, converting those to some other data structure, and then writing that data out to an external form—usually a file. As with import, this is a two-step process: *convert* the data, and then *write* it out.
- **ConvertTo** refers to the process of taking objects in the shell, changing them into some other data structure, and then leaving that converted data in the shell so that other commands can work with it.
- **ConvertFrom** refers to the process of taking some data structure and converting it into the object data structure that the shell uses. The objects remain in the shell for other commands to work with.

WARNING We see folks get confused about these four verbs all the time. Remember, Import and Export deal with external files; ConvertTo and ConvertFrom deal entirely with data that's contained within PowerShell.

Here's a quick rundown of *some* of the cmdlets you'll find yourself using. This isn't an exhaustive list, but it's a good one to start with:

- ConvertTo-HTML
- ConvertTo-CSV
- Export-CSV
- Import-CSV
- Export-CliXML
- Import-CliXML

Let's work with the CSV cmdlets first. Technically, they only create comma-separated value (CSV) data structures by default; using their `-Delimiter` parameter, you can also have them create files that use delimiters other than a comma. We've seen people create tab-delimited format (TDF) files using these cmdlets, for example.

Here's the first example:

```
PS C:\> get-process | select name,id,vm,pm | convertto-csv
#TYPE Selected.System.Diagnostics.Process
"Name","Id","VM","PM"
"conhost","1100","82726912","2883584"
"conhost","1820","48480256","1003520"
"conhost","2532","42979328","847872"
"csrss","324","45211648","2027520"
"csrss","372","74035200","31252480"
"dfsrs","1288","364253184","14684160"
"dfssvc","1468","36069376","2326528"
"dllhost","1016","58023936","4202496"
"dns","1324","122880000","86794240"
"dwm","1964","55918592","1712128"
"explorer","1788","200929280","33488896"
```

As you can see, this obviously took the objects we had and made them into a CSV representation—*not* a CSV file, mind you, because there's no file involved. The data was converted from objects (one kind of data structure) to CSV (another kind of data structure), but the data stayed in the shell, which is what the `ConvertTo` verb means.

NOTE The first line in the CSV is a comment, indicating what type of data was converted. You can eliminate this, if necessary, by using a parameter of the `ConvertTo-CSV` cmdlet. We'll let you read the help file for the cmdlet to find that parameter. It's for your own good.

So what if you need that in a file? Simple: redirect the output using the legacy console redirection characters.

```
PS C:\> get-process | select name,id,vm,pm | convertto-csv > procs.csv
```

That's an alternative to the Out-File cmdlet, so you could use that instead:

```
PS C:\> get-process | select name,id,vm,pm | convertto-csv |
Out-File procs.csv
```

If you're a fan of shortcuts, then you're going to love Export-CSV. As implied by the Export verb, it basically combines ConvertTo-CSV and Out-File into a single, handy utility:

```
PS C:\> get-process | select name,id,vm,pm | export-csv procs.csv
```

But be careful. Run the following command in PowerShell:

```
PS C:\> get-process | export-csv myprocs.csv
```

Then open the CSV file in Notepad or view it in PowerShell:

```
PS C:\> get-content .\myprocs.csv | select -first 2
#TYPE System.Diagnostics.Process
"__NounName", "Name", "Handles", "VM", "WS", "PM", "NPM", "Path", "Company", "CPU", "
FileVersion", "ProductVersion", "Description", "Product", "BasePriority", "ExitC
ode", "HasExited", "ExitTime", "Handle", "HandleCount", "Id", "MachineName", "Main
WindowHandle", "MainWindowTitle", "MainModule", "MaxWorkingSet", "MinWorkingSet
", "Modules", "NonpagedSystemMemorySize", "NonpagedSystemMemorySize64", "PagedM
emorySize", "PagedMemorySize64", "PagedSystemMemorySize", "PagedSystemMemorySi
ze64", "PeakPagedMemorySize", "PeakPagedMemorySize64", "PeakWorkingSet", "PeakW
orkingSet64", "PeakVirtualMemorySize", "PeakVirtualMemorySize64", "PriorityBoo
stEnabled", "PriorityClass", "PrivateMemorySize", "PrivateMemorySize64", "Privi
legedProcessorTime", "ProcessName", "ProcessorAffinity", "Responding", "Session
Id", "StartInfo", "StartTime", "SynchronizingObject", "Threads", "TotalProcessor
Time", "UserProcessorTime", "VirtualMemorySize", "VirtualMemorySize64", "Enable
RaisingEvents", "StandardInput", "StandardOutput", "StandardError", "WorkingSet
", "WorkingSet64", "Site", "Container"
```

What happened? Exactly what you told PowerShell to do: get all processes on the local computer and export them to a CSV file. Don't assume that exporting, or converting for that matter, works on the cmdlet's default output. The export or convert cmdlet processes *all* objects. If that isn't what you want, you'll need to select the properties you're interested in:

```
PS C:\> get-process | Select Name,ID,WS,VM,PM,Path | export-csv myprocs.csv
PS C:\> get-content .\myprocs.csv | select -first 3
#TYPE Selected.System.Diagnostics.Process
"Name", "Id", "WS", "VM", "PM", "Path"
"cmd", "2036", "208896", "79732736", "5902336", "C:\Windows\system32\cmd.exe"
```

That's more like it. The other fact to keep in mind when exporting or converting to the CSV format is that properties that are nested objects don't translate well:

```
PS C:\> get-service | Select Name,Displayname,DependentServices,status |
>> Convertto-CSV | Select -first 4
>>
#TYPE Selected.System.ServiceProcess.ServiceController"Name", "DisplayName",
"DependentServices", "Status"
"AeLookupSvc", "Application"
```

```
Experience", "System.ServiceProcess.ServiceController[]", "Stopped"
"ALG", "Application Layer Gateway
Service", "System.ServiceProcess.ServiceController[]", "Stopped"
```

The `DependentServices` property is a collection of nested service objects. When you attempt to turn this into a CSV formatted item, you end up with `System.ServiceProcess.ServiceController[]`, which is hardly meaningful. The bottom line is that when using the CSV format, stick with properties that have simple values. We'll show you how to handle these nested objects in a bit.

Hopefully that illustrates the main difference between converting and exporting:

- **Convert** = Changes the data structure
- **Out** = Put into external storage
- **Export** = Convert + Out

That leaves us with `Import-CSV`. Let's say you start with the following CSV file and data:

```
Name,Department,City
Don,IT,Las Vegas
Jeffery,IT,Syracuse
Richard,IT,London
Greg,Custodial,Denver
```

You can now run the following command to bring that data into the shell as objects:

```
PS C:\> import-csv .\data.csv

Name                Department          City
----                -
Don                 IT                 Las Vegas
Jeffery             IT                 Syracuse
Richard             IT                 London
Greg                Custodial          Denver
```

As you can see, PowerShell does the work of interpreting the CSV file. At the start of this chapter, we explained that “rows” and “columns” in a spreadsheet become “objects” and “properties” when they’re made into objects, and that’s exactly what `Import-CSV` has done. You can then manipulate those objects as you’ve manipulated others:

```
PS C:\> import-csv .\data.csv | where { $psitem.Department -eq "IT" } |
>> Sort Name
>>

Name                Department          City
----                -
Don                 IT                 Las Vegas
Jeffery             IT                 Syracuse
Richard             IT                 London
```

How cool is that? Everything in PowerShell is geared to make working with objects easy. By getting the shell to convert other data structures into objects, you get to work with that stuff more easily.

Now for a quick look at HTML. The only cmdlet here is `ConvertTo-HTML`; for some reason, there’s no `Export-HTML`, so you’ll generally have to redirect the output to a file

The screenshot shows a Windows Internet Explorer browser window displaying a table of service information. The table has three columns: Name, Status, and DisplayName. The data is as follows:

Name	Status	DisplayName
AeLookupSvc	Stopped	Application Experience
ALG	Stopped	Application Layer Gateway Service
AppIDSvc	Stopped	Application Identity
Appinfo	Stopped	Application Information
AppMgmt	Stopped	Application Management
AudioEndpointBuilder	Stopped	Windows Audio Endpoint Builder
AudioSrv	Stopped	Windows Audio
Browser	Stopped	Computer Browser
CertPropSvc	Stopped	Certificate Propagation
clr_optimization_v2.0.50727_32	Stopped	Microsoft .NET Framework NGEN v2.0.50727_X86
clr_optimization_v2.0.50727_64	Stopped	Microsoft .NET Framework NGEN v2.0.50727_X64
CscService	Stopped	Offline Files
defragsvc	Stopped	Disk Defragmenter
dot3svc	Stopped	Wired AutoConfig
EapHost	Stopped	Extensible Authentication Protocol
EFS	Stopped	Encrypting File System (EFS)
FCRegSvc	Stopped	Microsoft Fibre Channel Platform Registration Service
fdPHost	Stopped	Function Discovery Provider Host
FDResPub	Stopped	Function Discovery Resource Publication

Figure 7.2 Viewing converted-to-HTML data in Internet Explorer

on your own. There's also no Import or ConvertFrom option here; it's a one-way trip to HTML. As with the CSV format, make sure you're only converting simple property values. No nested objects. Here's the example, and figure 7.2 shows the results.

```
PS C:\> Get-Service | Where { $_.Status -eq "Stopped" } |
ConvertTo-HTML -Property Name,Status,DisplayName | Out-File Stopped.html
```

NOTE The ConvertTo-HTML cmdlet has many more uses for its many different parameters. We'll make heavy use of them toward the end of the book, in chapter 33 on creating reports.

Finally, a quick word on the CliXML format: It's XML. It's a simple XML that PowerShell understands natively. It's a great way to persist objects over time, such as creating a snapshot of some objects for later examination. We're going to use it in the next section for that purpose.

7.10 Comparing objects

The last cmdlet you'll learn in this chapter is Compare-Object, which has an alias named Diff. You're going to use it in conjunction with Export-CliXML and Import-CliXML to perform a cool, and incredibly useful, trick.

Do you do configuration change reporting in your environment? Many organizations do, and PowerShell can make it easy. You start by creating a baseline, or reference file, that represents the way you want things to be configured. For example:

```
PS C:\> Get-Process | Export-CliXML proc-baseline.xml
```

That takes a snapshot of the currently running processes and puts it into PowerShell's XML format, in an external file. CliXML is better than CSV for this task, because XML can represent deeply nested data, whereas CSV can only represent a single, flat level of data. Let's say you do this on a server, where the processes that are running should be pretty fixed. If new processes crop up over time, you'll definitely want to know about it. So, you'll come along in a month or so and see what's new. The following is a one-line PowerShell command:

```
PS C:\> Compare-Object -ReferenceObject (Import-CliXML .\proc-baseline.xml)
-DifferenceObject (Get-Process) -Property Name
```

Name	SideIndicator
----	-----
calc	=>
mspaint	=>
notepad	=>
svchost	=>

A blank result set would have been good news—what the heck is going on here? MSPaint running on a server? You clearly need to have a group meeting about proper uses for servers.

Here's what you need to do:

- Run `Compare-Object`.
- The first parameter is `-ReferenceObject`, which is your baseline. To provide the baseline data, use a parenthetical command that imports your baseline data from the XML file. The entire contents of that XML file are converted into objects, and those become the values for the parameter.
- The second parameter is `-DifferenceObject`, which is what you want to compare the reference to. You have the current process objects as the values for the parameter, again by using a parenthetical command.
- The properties of a process are always changing: Memory, processor, and so forth are always different. So you don't want to compare those values, which `Compare-Object` would normally do. Instead, use the `-Property` parameter to tell it to only look at one property. That property is `Name`, which won't ever change during a process's lifetime.
- The results include a "side indicator." It's a little arrow, and if it points right, it means the difference set has something (in this case, the current processes) that doesn't exist in the reference set. A left-pointing arrow means the opposite—a process existed in the baseline but doesn't currently exist.

We've seen companies build scripts that are little more than dozens, or even hundreds, of those `Compare-Object` commands, each one comparing a different baseline

to some portion of the existing configuration. They'll even pipe the output to an HTML file, and then email the file (as an attachment, using `Send-MailMessage`) to someone.

7.11 Summary

Well, we covered a lot. The goal of this chapter was to introduce you to the idea of objects and to show you some of the core PowerShell cmdlets that manipulate objects. We dare say that you'll use these commands all the time, whether you're working with Windows, Active Directory, Exchange Server, SQL Server, SharePoint Server, VMware, Citrix, or anything else that's manageable with PowerShell. The skills you learned in this chapter, and the ones you'll learn in the next couple of chapters, are as fundamental to PowerShell as the mouse is to Windows itself. We covered a lot of ground, so be prepared to come back to this chapter to refresh your memory any time you need to and be sure to read any help topics we referenced.

The PowerShell pipeline



This chapter covers

- Using PowerShell's pipeline mechanism
- Working with parameter binding
- Troubleshooting the pipeline

Okay, we'll admit it: We're big PowerShell fans. You probably could have guessed that, but you might not know exactly why. It's the pipeline. Although not everyone realizes it, PowerShell is incredibly different from other command-line shells in any other operating system, or even in older versions of Windows, and that difference is due primarily to the pipeline. It's easy to use PowerShell without knowing much about the pipeline, but mastering PowerShell requires you to master the pipeline. That's what this chapter will help you do.

8.1 How the pipeline works

We started using the pipeline almost from the very start of this book, and the previous chapter made heavy use of it. Heck, you've used it yourself if you've ever run a command like `Dir | More`, or `Get-Service | Out-File`, or `Get-Process | Sort | Select`, or any other combination of commands. That vertical bar, `|`, is the *pipe character*, and it indicates that you're using PowerShell's pipeline.

8.1.1 *The old way of piping*

In pretty much every other operating system shell we're aware of, including Windows' old `Cmd.exe` shell, you can pipe stuff from command to command. It's worth understanding how older shells do it, so that you can better appreciate what PowerShell's up to.

In those older shells, utilities—such as `Ping`, `Ipconfig`, `Tracert`, `NSlookup`, and so forth—are generally written to a specific set of rules, which require them to implement three interfaces:

- `StdIn`
- `StdOut`
- `StdErr`

When you run a command, it outputs *text* to `StdOut`. If you just run a single command, the shell captures whatever comes out of `StdOut` and displays it on the screen. Thus, when you run `Ipconfig`, you see output on the screen. Input is given to the command via `StdIn`. So, when you run an interactive utility like `NSlookup`, the shell takes whatever you type and jams it into the utility's `StdIn`, so that you can interact with the utility. `StdErr` is where errors are written.

Run a command like `Dir | More` in an older shell and you're basically telling the shell to “connect the `StdOut` of the first command to `StdIn` of the second command.” Figure 8.1 shows how this arrangement works.

The output sent from command to command is *always* text. That's why Unix and Linux administrators tend to have strong string-manipulation skills and really strong regular expression skills—because they're working with text in their shell, they need those skills to get by.

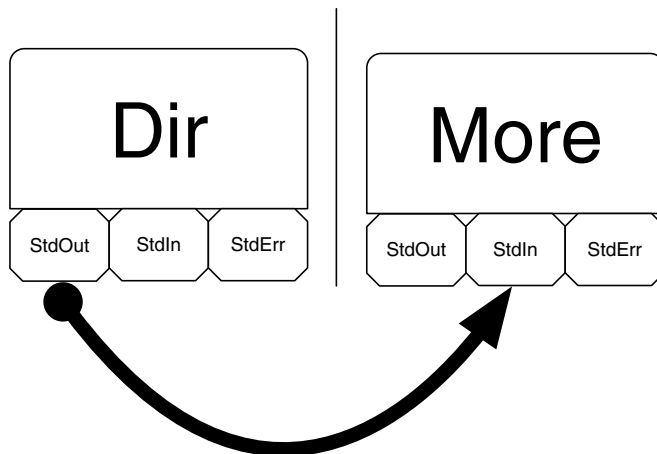


Figure 8.1 Piping in old shells just connects `StdOut` to `StdIn`.

8.1.2 The PowerShell way of piping

PowerShell works completely differently. For one, its cmdlets don't implement `StdOut`, `StdIn`, or `StdErr` the way old-school commands do (although PowerShell knows how to interact with those standard interfaces, because it has to do so in order to run older commands like `Ping` and `Ipconfig`; we'll cover those at the end of this chapter).

Instead, when two PowerShell commands are connected to each other, the first command places its output, in the form of objects, into the pipeline. The pipeline is something that the shell itself maintains as a way of getting objects from one command to another. In a way, the pipeline is a bit like `StdOut`; it's the one single place that all PowerShell commands must send their output.

NOTE Technically, PowerShell has several pipelines: one for output (which is like `StdOut`), one for errors (similar to `StdErr`), one for warnings, one for verbose command messages, and one for debugging information. Right now, we're just concerned with the output pipeline.

The real PowerShell difference happens with the next command in the pipeline: There's no `StdIn` for the shell to use. There's no one single way for whatever's in the pipeline to be handed off to the next command. Instead, PowerShell has to attach the objects in the pipeline to one of the next command's parameters. For example, let's say you were to run `Get-Service | Stop-Service` (*don't* actually do so—it'll crash your machine). As shown in figure 8.2, PowerShell has to decide which parameter of `Stop-Service` will receive the objects that `Get-Service` put into the pipeline.

This decision-making process is called *pipeline parameter binding*, and PowerShell has two techniques it can use: `ByValue` and `ByPropertyName`. Both of these techniques rely on the programmer who created the cmdlet having hooked it up to participate in this process.

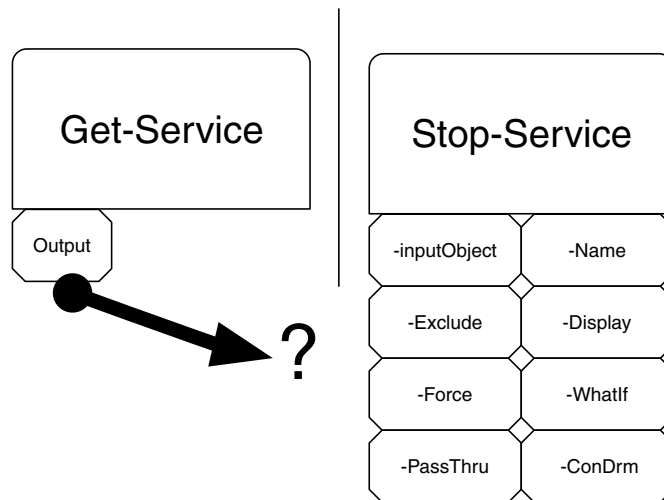


Figure 8.2 PowerShell has to decide which parameter of the second command will receive the output from the first command.

8.2 *Parameter binding ByValue*

With this technique, PowerShell figures out which parameters of the cmdlet are capable of accepting pipeline input `ByValue`. This capability, as we mentioned, is built into the cmdlet when it's created by a programmer. The programmer decides which parameters will support the `ByValue` technique, and that information is documented in the cmdlet's help file. For example, if you run `Help Stop-Service -Full`, you can scroll down to the help for each individual parameter. Here's what two of them look like:

```
-Include <string[]>
  Stops only the specified services. The value of this parameter
  qualifies the Name parameter. Enter a name element or pattern,
  such as "s*". Wildcards are permitted.

  Required?                false
  Position?                named
  Default value
  Accept pipeline input?   false
  Accept wildcard characters? false

-InputObject <ServiceController[]>
  Specifies ServiceController objects representing the services to be
  stopped. Enter a variable that contains the objects, or type a
  command or expression that gets the objects.

  Required?                true
  Position?                1
  Default value
  Accept pipeline input?   true (ByValue)
  Accept wildcard characters? False
```

The `-Include` parameter doesn't support pipeline input at all—it says so right in the help. The `-InputObject` parameter does accept pipeline input, and it does so using the `ByValue` technique, which is what PowerShell is attempting. PowerShell reads through all of the available parameters and figures out which ones support the `ByValue` technique. The result is shown in figure 8.3.

Each parameter can only accept a certain kind of input, which is also documented in the help. The `-Name` parameter accepts objects of the type `String`, whereas the `-InputObject` parameter accepts objects of the type `ServiceController`. PowerShell looks at the objects in the pipeline to see what type they are. You can do the same thing by using the `Get-Member` cmdlet:

```
PS C:\> Get-Service | Get-Member

TypeName: System.ServiceProcess.ServiceController

Name                MemberType      Definition
----                -
Name                AliasProperty  Name = ServiceName
RequiredServices    AliasProperty  RequiredServices = ServicesDepen...
Disposed            Event          System.EventHandler Disposed(Sys...
```

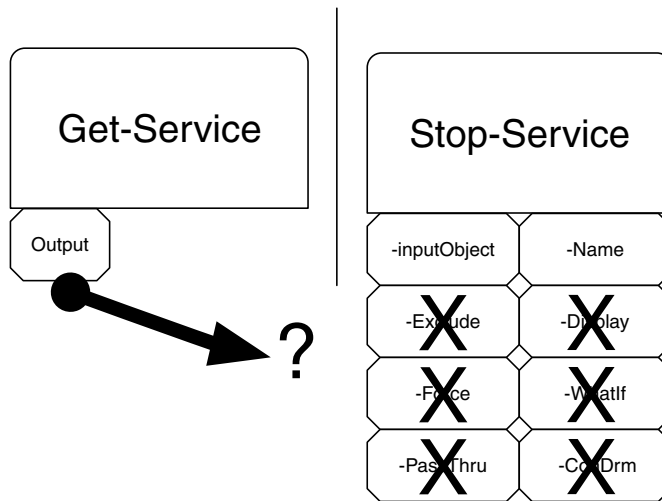


Figure 8.3 PowerShell eliminates parameters that don't support *ByValue* pipeline input.

The first line of output says it all: `Get-Service` produces objects of the type `System.ServiceProcess.ServiceController`. As a shortcut, you usually just look at the last part of the name, which is `ServiceController`. That's the exact type of object that `-InputObject` will accept *ByValue*, and so, as shown in figure 8.4, PowerShell sends the objects in the pipeline to the `-InputObject` parameter. The help file for `Stop-Service` says that the `-InputObject` parameter

```
Specifies ServiceController objects representing the services to be
Stopped
```

So whatever service objects are in the pipeline—which is all of them—will be stopped.

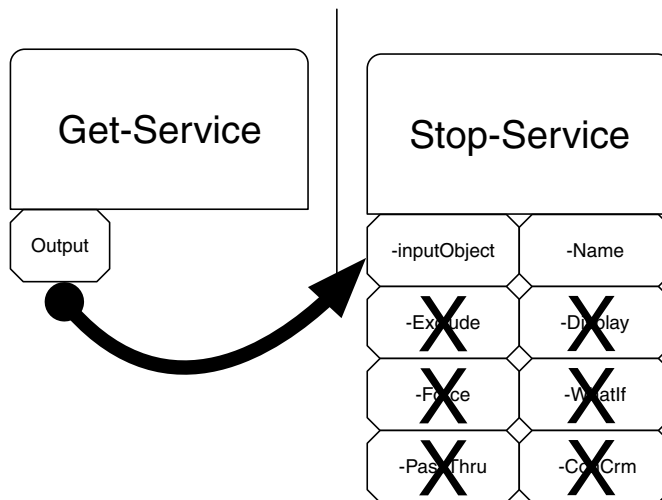


Figure 8.4 The output of `Get-Service` will be attached to the `-InputObject` parameter of `Stop-Service`.

PowerShell always does `ByValue` parameter binding first; it will only go on to the next technique, `ByPropertyName`, if there was no parameter capable of accepting the type of object that's in the pipeline by using the `ByValue` technique. You'll also see that only one parameter per cmdlet can use `ByValue`. If the cmdlet had two parameters that supported `ByValue`, PowerShell would have no way of knowing what input gets hooked into each parameter.

NOTE PowerShell recognizes the object type "Object" as a generic type. If you look at the help for cmdlets such as `Sort-Object` and `Select-Object`, you'll see that they too have an `-InputObject` parameter, which accepts pipeline input `ByValue` and which accepts the generic type "Object." In other words, any kind of object can be given to `-InputObject`, and that's why all of the examples in the previous chapter worked. Parameters that accept the type "Object" are kind of "universal recipients," capable of accepting anything that comes along the pipeline.

8.3 Pipeline binding `ByPropertyName`

If PowerShell can't make `ByValue` binding work, it'll shift to Plan B, which is `ByPropertyName`. Let's change our example just a bit. Take a look at figure 8.5 to see what you'll try next (again, don't actually run this command just yet because it might crash your machine).

You might not think it makes any sense to run `Get-Service | Stop-Process`, but PowerShell is going to give it a try anyway. First, the shell will look to see which parameters accept pipeline input `ByValue`, and figure 8.6 shows what it comes up with.

That's right, `Stop-Process` has only one parameter that accepts pipeline input `ByValue`, and it's `-InputObject`. Unfortunately, the help file says that this parameter accepts objects of the type `Process`. That isn't what you have in the pipeline, and you can't turn a `ServiceController` into a `Process` so `ByValue` will fail. On to Plan B!

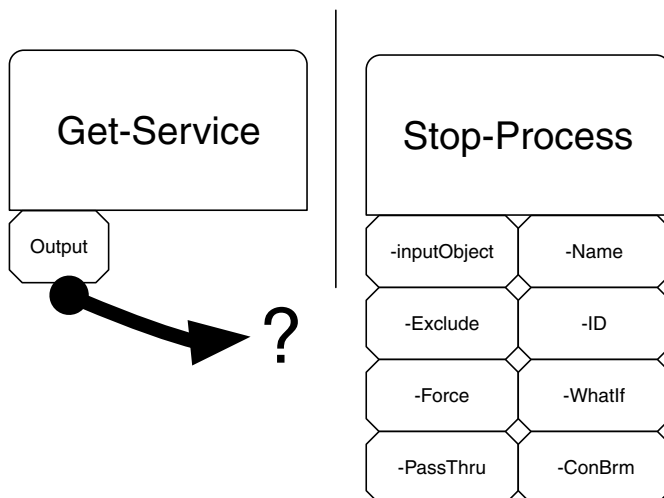


Figure 8.5 PowerShell needs to figure out which parameter of `Stop-Process` will receive the output of `Get-Service`.

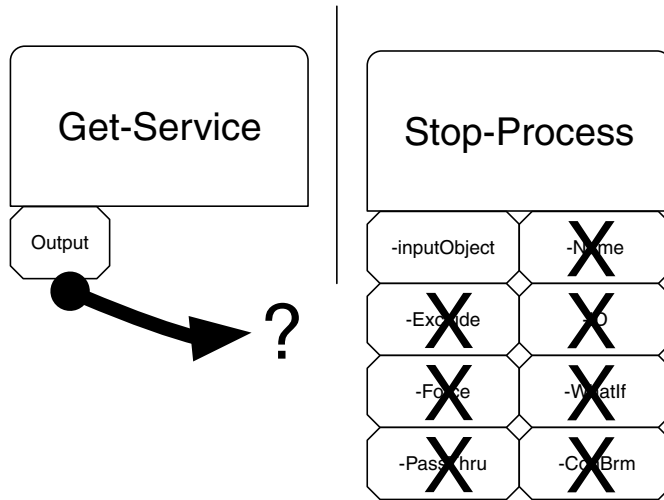


Figure 8.6 Finding the parameters that accept pipeline input *ByValue*

Now the shell looks to see which parameters accept pipeline input *ByPropertyName*. It also does the internal equivalent of running `Get-Member` again, to see what properties the objects in the pipeline have. Figure 8.7 shows this step.

ByPropertyName is simple: The values from every property of every object in the pipeline will be sent to any parameters that have the same name. In this case, only two `Stop-Process` parameters work with *ByPropertyName*: `-Name` and `-ID`. The objects in

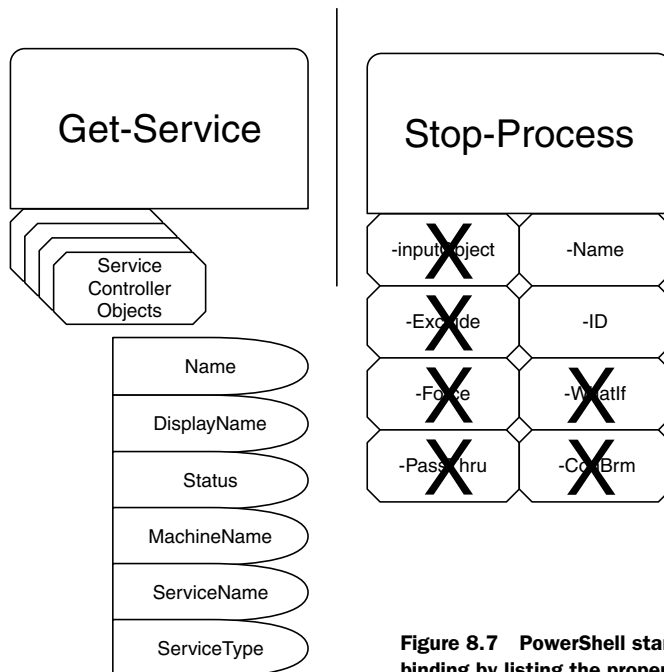


Figure 8.7 PowerShell starts trying *ByPropertyName* binding by listing the properties of the objects in the pipeline.

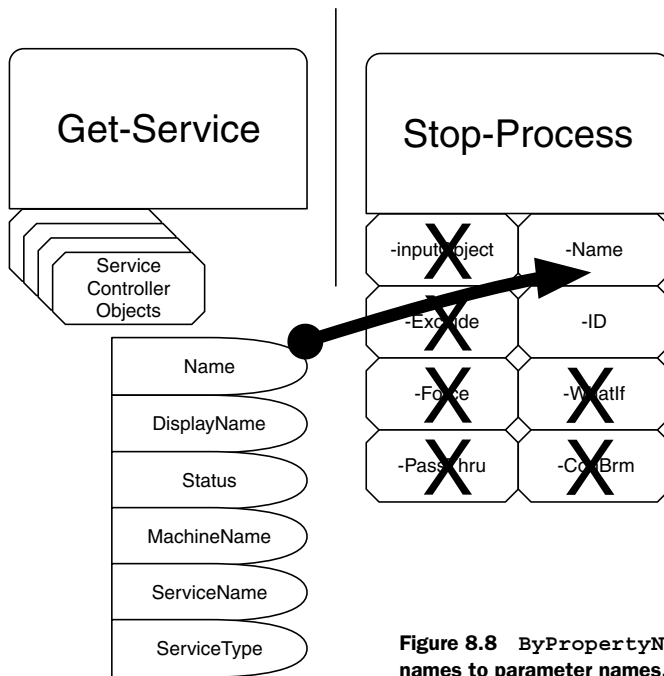


Figure 8.8 `ByPropertyName` binding matches property names to parameter names.

the pipeline don't have an ID property, so the `-ID` parameter gets nothing. The objects in the pipeline have a `Name` property, so that property's values get attached to the `-Name` parameter, simply because the property name matched the parameter name!

Figure 8.8 shows how PowerShell connects the two commands, and you can run this with the `-WhatIf` switch to see what would've happened.

```
PS C:\> Get-Service | Stop-Process -whatif
Stop-Process : Cannot find a process with the name "Dhcp". Verify the
process name and call the cmdlet again.
At line:1 char:27
+ Get-Service | Stop-Process <<<< -whatif
+ CategoryInfo          : ObjectNotFound: (Dhcp:String) [Stop-Process]
, ProcessCommandException
+ FullyQualifiedErrorId : NoProcessFoundForGivenName,Microsoft.PowerShell.Commands.StopProcessCommand
```

```
What if: Performing operation "Stop-Process" on Target "dns (1324)".
Stop-Process : Cannot find a process with the name "Dnscache". Verify the
process name and call the cmdlet again.
At line:1 char:27
+ Get-Service | Stop-Process <<<< -whatif
+ CategoryInfo          : ObjectNotFound: (Dnscache:String) [Stop-Process], ProcessCommandException
+ FullyQualifiedErrorId : NoProcessFoundForGivenName,Microsoft.PowerShell.Commands.StopProcessCommand
```

We've truncated most of the output to save space, but you can see what's happening: Service names rarely match their executable names. For example, the DHCP service doesn't run as Dhcp.exe; it runs in Svchost.exe (service host). So Stop-Process fails to stop that one. But the DNS service does run as Dns.exe, meaning its service name and process name match, so Stop-Process would've tried to stop it. We boldfaced that in the output, so you can see it more easily.

The point of this example was to illustrate how *ByPropertyName* works, but you probably want to see an example of it working *properly*, right? No problem. Start by creating a CSV file named Users.csv. You can do this in Notepad, and you'll put this into the file:

```
samAccountName,Name,Department,City,Title
DonJ,DonJ,IT,Las Vegas,CTO
JefferyH,JefferyH,IT,Syracuse,Director
RichardS,RichardS,IT,London,Writer
GregS,GregS,Custodial,Denver,Janitor
```

Now, you'll use Import-CSV to have the shell read this file. Specifically, you're going to pipe it to Get-Member to see what type of objects the Import-CSV command produces:

```
PS C:\> import-csv .\users.csv | Get-Member

TypeName: System.Management.Automation.PSCustomObject

Name           MemberType      Definition
----           -
Equals         Method          bool Equals(System.Object obj)
GetHashCode    Method          int GetHashCode()
GetType        Method          type GetType()
ToString       Method          string ToString()
City           NoteProperty    System.String City=Las Vegas
Department     NoteProperty    System.String Department=IT
Name           NoteProperty    System.String Name=DonJ
samAccountName NoteProperty    System.String samAccountName=DonJ
Title          NoteProperty    System.String Title=CTO
```

Okay, we know some interesting facts that we'll refer back to in a moment. The command produces objects of the type *PSCustomObject*, and the objects have properties that correspond to your CSV file columns: *City*, *Department*, *Name*, *samAccountName*, and *Title*.

Take a look at the help for the *New-ADUser* cmdlet (if you don't have this installed on your computer, you can read the help online at <http://technet.microsoft.com/en-us/library/ee617253.aspx>). You'll notice that none of its parameters support pipeline binding *ByValue* (if you're viewing the help online, just use your browser's Find function to search for "ByValue" on the page). That means PowerShell's Plan A, *ByValue* binding, fails. *New-ADUser* simply doesn't support it.

On to Plan B! You'll notice that lots of the command's parameters support pipeline input *ByPropertyName*, including the *-City*, *-Department*, *-Name*, *-samAccountName*, and *-Title* parameters. Goodness, those names sound familiar... because they're the exact names that you used as column headers in your CSV file! That means

you could create four new users (that’s how many objects your CSV file produces) simply by running this (although you shouldn’t run it just yet):

```
PS C:\> Import-CSV users.csv | New-ADUser
```

Think about that for a long moment. What a powerful technique! Because the first command produced objects whose properties correspond to parameters of the second cmdlet, you can accomplish a time-consuming task with just a couple of commands in a single pipeline. Wow! Problem is, this isn’t a realistic example. That CSV file, in a real organization, will probably originate with Personnel or Human Resources—and they’re never going to get the format right. They’ll see “samAccountName” and think, “There’s nobody named ‘Sam’ here, so that can’t be right.” More likely, you’ll get something like this from them:

```
UserName,Department,City,Title
DonJ,IT,Las Vegas,CTO
JefferyH,IT,Syracuse,Director
RichardS,IT,London,Writer
GregS,Custodial,Denver,Janitor
```

That won’t work. For one, it lacks the Name column, which is a mandatory parameter of New-ADUser. It also lacks the samAccountName column, and user objects need to have that property. You could just edit the CSV file every time you got one—but that sounds like a lot of work. Why not have PowerShell do it? In the previous chapter, we showed you a custom property-creation trick with Select-Object, and that trick will serve you well right now:

```
PS C:\> import-csv .\users.csv | select-object *,
>> @{name="samAccountName";expression={$_.UserName}},
>> @{name="name";expression={$_.UserName}}
>>

UserName      : DonJ
Department    : IT
City          : Las Vegas
Title         : CTO
samAccountName : DonJ
name          : DonJ

UserName      : JefferyH
Department    : IT
City          : Syracuse
Title         : Director
samAccountName : JefferyH
name          : JefferyH

UserName      : RichardsS
Department    : IT
City          : London
Title         : Writer
samAccountName : RichardsS
name          : RichardsS

UserName      : GregS
Department    : Custodial
```

```

City           : Denver
Title          : Janitor
samAccountName : GregS
name          : GregS

```

Cool! You told `Select-Object` to grab all of the properties from the input objects (that's what `*` does in the property list), and then you also created two brand-new properties named `samAccountName` and `Name`. Those were populated with the contents of the old `UserName` property. We left `UserName` in the output to demonstrate a point: Because that property doesn't map to any parameters of `New-ADUser`, it'll just get ignored. Now you can create those users! You'll add the `-passThru` switch so that the resulting user objects are displayed as output:

```

PS C:\> import-csv .\users.csv | select-object *,
>> @{name='samAccountName';expression={$_.UserName}},
>> @{name='name';expression={$_.UserName}} |
>> New-ADUser -passThru
>>

DistinguishedName : CN=DonJ,CN=Users,DC=company,DC=pri
Enabled           : False
GivenName        :
Name             : DonJ
ObjectClass      : user
ObjectGUID       : 1c6d89b1-a70b-471e-8a11-797b4569f7a1
SamAccountName   : DonJ
SID              : S-1-5-21-29812541-3325070801-1520984716-1104
Surname          :
UserPrincipalName :

DistinguishedName : CN=JefferyH,CN=Users,DC=company,DC=pri
Enabled           : False
GivenName        :
Name             : JefferyH
ObjectClass      : user
ObjectGUID       : 577569a3-4e2b-4145-944f-868a591be6fc
SamAccountName   : JefferyH
SID              : S-1-5-21-29812541-3325070801-1520984716-1105
Surname          :
UserPrincipalName :

DistinguishedName : CN=RichardS,CN=Users,DC=company,DC=pri
Enabled           : False
GivenName        :
Name             : RichardS
ObjectClass      : user
ObjectGUID       : 2863a36b-6ee2-4ea8-8058-64e8f536f863
SamAccountName   : RichardS
SID              : S-1-5-21-29812541-3325070801-1520984716-1106
Surname          :
UserPrincipalName :

DistinguishedName : CN=GregS,CN=Users,DC=company,DC=pri
Enabled           : False
GivenName        :

```

```
Name           : GregS
ObjectClass    : user
ObjectGUID     : 18e2ad39-a4bf-4ccb-bfaa-b35ddd15121a
SamAccountName : GregS
SID            : S-1-5-21-29812541-3325070801-1520984716-1107
Surname        :
UserPrincipalName :
```

Awesome! Of course, you could add more columns to the CSV file to fill in more attributes, and we expect you'd do that in a real organization. And there's no reason you can't use other parameters with `New-ADUser`. For example, you might want to specify the parent container for all of the new accounts:

```
PS C:\> import-csv .\users.csv | select-object *,
>> @{name='samAccountName';expression={$_.UserName}},
>> @{name='name';expression={$_.UserName}} |
>> New-ADUser -path "ou=employees,dc=company,dc=pri" -passThru
```

The `-passThru` switch

Most of the time in PowerShell, cmdlets that do something—those with verbs like `New`, `Stop`, `Set`, and so forth—don't produce any output. They'll display errors if something goes wrong, but generally speaking it's the `Get` cmdlets that produce output.

Many so-called action cmdlets have a `-passThru` switch. This tells the cmdlet, "When you get done doing whatever it is you do, place the objects you acted on into the pipeline." This can enable some pretty powerful one-liner commands: Imagine piping the output of `New-ADUser` (which is one or more new user objects) to another cmdlet that sets their password...and another cmdlet that enables their account... and another cmdlet that adds them to a group...and so on, and so on, and so on. It becomes even more powerful if you have the Exchange tools installed on your workstation because you can continue the pipeline into `Enable-Mailbox` and create their mailbox as well!

You won't find this switch on every cmdlet, but it's worth looking at cmdlets' help files to see if it exists (you can also type `Get-Command -ParameterName Passthru` to get a list of cmdlets supporting the `-Passthru` parameter) and to think about how you might use it. Remember, if nothing is written to the pipeline, you can't pipe into the next command in your expression. This ability to pipe objects between cmdlets is a compelling feature of Windows PowerShell.

8.4 *Troubleshooting parameter binding*

It's extremely common to try to connect commands together and to become disappointed when they don't connect in quite the way you'd hoped. There are two steps to troubleshooting those problems: carefully considering the process itself, which we've described in this chapter, and getting PowerShell to tell you what it's doing.

As a quick reference, figure 8.9 is a flowchart of the entire process, including both `ByValue` and `ByPropertyName` phases.

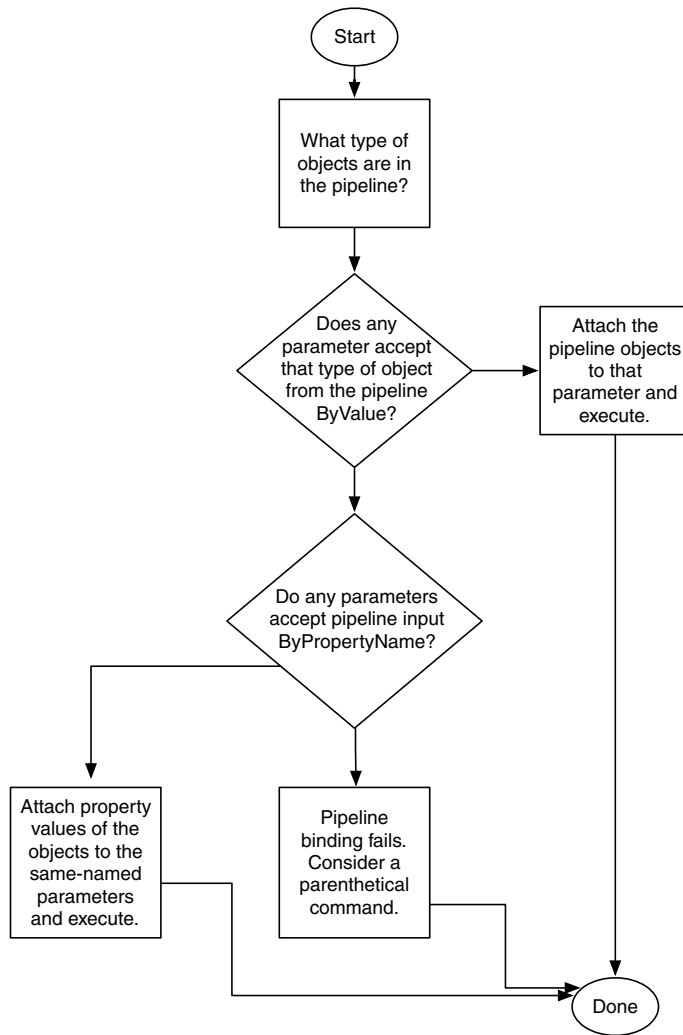


Figure 8.9 The complete parameter binding process

PowerShell’s Trace-Command cmdlet can help you see what PowerShell’s doing with parameter binding.

CAUTION When you trace a command, the command you specify actually executes. Be careful not to trace any command that you don’t want to run! You can use the `-whatIf` switch (if supported) on the final command of your command line to prevent it from doing anything.

The output of Trace-Command can be pretty complicated, so we’ll help you break it down by walking through it one chunk at a time. First, run the command. You’re going to trace the command that you ran earlier to create the new users in Active Directory:

```

PS C:\> trace-command -pshost -name parameterbinding -Expression {
>> import-csv .\users.csv | select-object *,

```



```
>> @{name="samAccountName";expression={$_.UserName}},
>> @{name="name";expression={$_.UserName}} |
>> New-ADUser -whatif
>> }
>>
```

The first chunk of output is for your `Import-CSV` command. Here you'll see it bind the argument `.\users.csv` to the `-Path` parameter. It did so positionally because you didn't actually type the `-Path` parameter name. The `-Path` parameter accepts an array of strings, but you provided only one, so PowerShell internally creates an array and adds your one item to it. You can also see PowerShell checking to make sure all mandatory parameters were provided (they were). Each of these steps is outlined in the trace:

```
DEBUG: ParameterBinding Information: 0 : BIND NAMED cmd line args
[Import-Csv]
DEBUG: ParameterBinding Information: 0 : BIND POSITIONAL cmd line args
[Import-Csv]
DEBUG: ParameterBinding Information: 0 :      BIND arg [.\users.csv] to
parameter [Path]
DEBUG: ParameterBinding Information: 0 :      Binding collection
parameter Path: argument type [String], parameter type [System.String[]],
collection type Array, element type [System.String], no coerceElementType
DEBUG: ParameterBinding Information: 0 :      Creating array with
element type [System.String] and 1 elements
DEBUG: ParameterBinding Information: 0 :      Argument type String is
not IList, treating this as scalar
DEBUG: ParameterBinding Information: 0 :      Adding scalar element of
type String to array position 0
DEBUG: ParameterBinding Information: 0 :      BIND arg [System.String[]]
to param [Path] SUCCESSFUL
DEBUG: ParameterBinding Information: 0 : MANDATORY PARAMETER CHECK on
cmdlet [Import-Csv]
```

Next up is your `Select-Object` command. There were no named parameters on this one, but there was a positional parameter where you specified your property list. Again, a check for mandatory parameters (there aren't any) is run:

```
DEBUG: ParameterBinding Information: 0 : BIND NAMED cmd line args
[Select-Object]
DEBUG: ParameterBinding Information: 0 : BIND POSITIONAL cmd line args
[Select-Object]
DEBUG: ParameterBinding Information: 0 :      BIND arg [System.Object[]] to
parameter [Property]
DEBUG: ParameterBinding Information: 0 :      BIND arg [System.Object[]]
to param [Property] SUCCESSFUL
DEBUG: ParameterBinding Information: 0 : MANDATORY PARAMETER CHECK on
cmdlet [Select-Object]
```

In the next chunk, you can see PowerShell working with the `New-ADUser` parameters. Now, keep in mind that at this point the shell is just worrying about the obvious parameters—the ones you specified by typing parameter names or values. It hasn't gotten to pipeline input yet, because it hasn't run any of these commands. You're still

in a sort of “pre-flight” mode. You can see the `-WhatIf` parameter being bound, along with the standard mandatory parameter check:

```
DEBUG: ParameterBinding Information: 0 : BIND NAMED cmd line args
[New-ADUser]
DEBUG: ParameterBinding Information: 0 :      BIND arg [True] to parameter
[WhatIf]
DEBUG: ParameterBinding Information: 0 :      COERCE arg to
[System.Management.Automation.SwitchParameter]
DEBUG: ParameterBinding Information: 0 :      Parameter and arg
types the same, no coercion is needed.
DEBUG: ParameterBinding Information: 0 :      BIND arg [True] to param
[WhatIf] SUCCESSFUL
DEBUG: ParameterBinding Information: 0 : BIND POSITIONAL cmd line args
[New-ADUser]
DEBUG: ParameterBinding Information: 0 : BIND cmd line args to DYNAMIC
parameters.
DEBUG: ParameterBinding Information: 0 :      DYNAMIC parameter object:
[Microsoft.ActiveDirectory.Management.Commands.NewADUserParameterSet]
DEBUG: ParameterBinding Information: 0 : MANDATORY PARAMETER CHECK on
cmdlet [New-ADUser]
```

Now the fun begins. PowerShell begins executing your commands. There are three of them total, so you’ll see three statements in the output:

```
DEBUG: ParameterBinding Information: 0 : CALLING BeginProcessing
DEBUG: ParameterBinding Information: 0 : CALLING BeginProcessing
DEBUG: ParameterBinding Information: 0 : CALLING BeginProcessing
```

At this point, `Import-CSV` starts to run and produces its first object. That object goes into the pipeline. If you remember what you put into that CSV file, this should be the user information for DonJ. In the trace, you can see PowerShell attempting to bind this object to the `Select-Object` cmdlet. It sees that the object is of the type `PSCustom-Object`, and it successfully binds the object to the `-InputObject` parameter. You can see a breakdown of the object’s contents, including the `UserName`, `Department`, `City`, and `Title` properties. PowerShell also does another check to make sure all mandatory parameters have been specified:

```
DEBUG: ParameterBinding Information: 0 : BIND PIPELINE object to
parameters: [Select-Object]
DEBUG: ParameterBinding Information: 0 :      PIPELINE object TYPE =
[System.Management.Automation.PSCustomObject]
DEBUG: ParameterBinding Information: 0 :      RESTORING pipeline parameter's
original values
DEBUG: ParameterBinding Information: 0 :      Parameter [InputObject]
PIPELINE INPUT ValueFromPipeline NO COERCION
DEBUG: ParameterBinding Information: 0 :      BIND arg [{UserName=DonJ;
Department=IT; City=Las Vegas; Title=CTO}] to parameter [InputObject]
DEBUG: ParameterBinding Information: 0 :      BIND arg [{UserName=DonJ;
Department=IT; City=Las Vegas; Title=CTO}] to param [InputObject]
SUCCESSFUL
DEBUG: ParameterBinding Information: 0 : MANDATORY PARAMETER CHECK on
cmdlet [Select-Object]
```

Now `Select-Object` does its magic and produces its output—just one object, because you’re doing this one object at a time. PowerShell now needs to bind that to `New-ADUser`:

```
DEBUG: ParameterBinding Information: 0 : BIND PIPELINE object to
parameters: [New-ADUser]
DEBUG: ParameterBinding Information: 0 : PIPELINE object TYPE =
[Selected.System.Management.Automation.PSCustomObject]
DEBUG: ParameterBinding Information: 0 : RESTORING pipeline parameter's
original values
```

Now you’re going to see PowerShell start binding `ByPropertyName`. It does this for every single parameter of `New-ADUser`, so there’s quite a bit of output in this part of the trace. For this example, you’re just going to include the first handful of properties. Notice the two we’ve highlighted in bold? That’s your `Name` property being bound to `-Name` and your `City` property being bound to `-City`. The `-Name` parameter has an internal validation programmed into it, which ensures that the parameter doesn’t receive a null or empty value. Because you’ve provided the value `DonJ`, the validation passes and PowerShell continues:

```
DEBUG: ParameterBinding Information: 0 : Parameter [Name] PIPELINE
INPUT ValueFromPipelineByPropertyName NO COERCION
DEBUG: ParameterBinding Information: 0 : BIND arg [DonJ] to parameter
[Name]
DEBUG: ParameterBinding Information: 0 : Executing VALIDATION
metadata: [System.Management.Automation.ValidateNotNullOrEmptyAttribute]
DEBUG: ParameterBinding Information: 0 : BIND arg [DonJ] to param
[Name] SUCCESSFUL
DEBUG: ParameterBinding Information: 0 : Parameter [DisplayName]
PIPELINE INPUT ValueFromPipelineByPropertyName NO COERCION
DEBUG: ParameterBinding Information: 0 : Parameter [Description]
PIPELINE INPUT ValueFromPipelineByPropertyName NO COERCION
DEBUG: ParameterBinding Information: 0 : Parameter
[AccountExpirationDate] PIPELINE INPUT ValueFromPipelineByPropertyName NO
COERCION
DEBUG: ParameterBinding Information: 0 : Parameter
[AccountNotDelegated] PIPELINE INPUT ValueFromPipelineByPropertyName NO
COERCION
DEBUG: ParameterBinding Information: 0 : Parameter [AccountPassword]
PIPELINE INPUT ValueFromPipelineByPropertyName NO COERCION
DEBUG: ParameterBinding Information: 0 : Parameter
[AllowReversiblePasswordEncryption] PIPELINE INPUT
ValueFromPipelineByPropertyName NO COERCION
DEBUG: ParameterBinding Information: 0 : Parameter
[CannotChangePassword] PIPELINE INPUT ValueFromPipelineByPropertyName NO
COERCION
DEBUG: ParameterBinding Information: 0 : Parameter [Certificates]
PIPELINE INPUT ValueFromPipelineByPropertyName NO COERCION
DEBUG: ParameterBinding Information: 0 : Parameter
[ChangePasswordAtLogon] PIPELINE INPUT ValueFromPipelineByPropertyName NO
COERCION
DEBUG: ParameterBinding Information: 0 : Parameter [City] PIPELINE
INPUT ValueFromPipelineByPropertyName NO COERCION
```

```

DEBUG: ParameterBinding Information: 0 :      BIND arg [Las Vegas] to
parameter [City]
DEBUG: ParameterBinding Information: 0 :      BIND arg [Las Vegas] to
param [City] SUCCESSFUL
DEBUG: ParameterBinding Information: 0 :      Parameter [Company] PIPELINE
INPUT ValueFromPipelineByPropertyName NO COERCION
DEBUG: ParameterBinding Information: 0 :      Parameter [Country] PIPELINE
INPUT ValueFromPipelineByPropertyName NO COERCION

```

This goes on for quite a while because there are so many parameters. Eventually, PowerShell runs a final check to make sure all mandatory parameters have been given a value, and it executes the command. You can see the “what if” output indicating what New-ADUser would’ve done:

```

DEBUG: ParameterBinding Information: 0 : MANDATORY PARAMETER CHECK on
cmdlet [New-ADUser]
What if: Performing operation "New" on Target "CN=DonJ,CN=Users,DC=company,DC=pri".

```

It’s important to understand that PowerShell executes all the cmdlets in the pipeline more or less simultaneously. In other words, there are objects streaming through the pipeline one at a time, in parallel. You’ve just seen the first object, the DonJ user, travel through the pipeline. This entire process repeats for the other three objects created by Import-CSV.

The point of this exercise is to see what PowerShell is actually doing. If you’re having difficulty getting a particular command line to work, this is a useful technique to see if PowerShell is doing what you thought it would do.

8.5 When parameter binding lets you down

Sometimes, cmdlets just aren’t rigged up the way you want them to be. Consider this example:

```

Get-ADComputer -filter * |
Select-Object @{name='computername';expression={$_.Name}} |
Get-WmiObject -class Win32_OperatingSystem

```

Here’s what we think this is going to do:

- 1 The first command will produce a bunch of Active Directory computer objects, which we know have a Name property.
- 2 The second command will produce a `PSCustomObject` that has a `ComputerName` property. This property will contain the contents of the computer object’s original Name property.
- 3 The third command has a `-computerName` parameter. We’re expecting those `PSCustomObject` objects to bind `ByPropertyName`, thus specifying the computer names we want to query information from.

A wonderful plan. Sadly, the `-ComputerName` parameter of `Get-WmiObject` doesn’t accept pipeline input. It just never got rigged up for that functionality (we’re basing this example on v3 of PowerShell; it might work in a later version if Microsoft recodes

the parameter to accept pipeline input). If we'd looked at help for this parameter, we'd have seen that it doesn't take pipeline input:

```
PS> Get-Help Get-WmiObject -Parameter computername | select pipelineInput
pipelineInput
-----
false
```

In these situations, a parenthetical command can usually take the place of piping objects:

```
Get-WmiObject -class Win32_OperatingSystem -computerName (
    Get-ADComputer -filter * | Select-Object -expand Name
)
```

This revised command is simply expanding the computers' Name property into plain strings, which is what the parameter expects. Parenthetical commands are powerful this way, because they don't rely on parameters being designed to accept pipeline input. When pipeline input won't do what you need, a parenthetical command often will. Alternatively, fall back on using `Foreach-Object` to work with one or more commands, or even a complete pipeline of commands, for each object passing along the pipeline.

8.6 *The pipeline with external commands*

So if this pipeline binding stuff all relies on objects, what happens if you try to use external command-line utilities in PowerShell?

Simple: When a command-line utility, such as `Ipconfig`, is run in PowerShell, PowerShell captures its `StdOut`, which will contain text. Each line of text is brought into PowerShell as a `String` object. This usually works well, so long as you know what to expect. You'll often pipe those `String` objects to a command like `Select-String`, which lets you search the strings for specific patterns.

Similarly, if you try to pipe objects to an external command-line utility, PowerShell will convert those objects to text (much as it does when creating an onscreen display for you to look at) and send that text to the external command's `StdIn`. This rarely works well, except in cases where the external command doesn't care about what the strings actually say. The `More.exe` command—famous from the `Dir | More` example—is a command that works well with this technique. It doesn't care what the strings say—it just displays them one page at a time and pauses until you press `Enter` to continue.

8.7 *Summary*

In this chapter, we've revealed one of the most important inner workings in PowerShell. If your head is still spinning a bit, don't worry—it's taken us years to grasp and use the pipeline effectively. It's something you should practice, and if you get stuck ask someone for help. Online forums like PowerShell.org, PowerShell.com, Scripting-Answers.com, and so on are all good places to ask questions, especially for tricky pipeline-binding problems.

Formatting

This chapter covers

- PowerShell's formatting system
- PowerShell's Format cmdlets
- Formatting tips

PowerShell, as you've learned in the preceding chapters, works primarily with objects. Objects are just an in-memory data structure. But the time comes when PowerShell needs to share information from those objects with us humans. PowerShell has to take those in-memory data structures and convert them into something a person can view. PowerShell's formatting system is designed to accomplish that task.

9.1 The time to format

Whenever you construct a command line, those commands all run in a pipeline. What you don't see is an invisible cmdlet hanging out at the end of every pipeline: `Out-Default`. It's hardcoded into the shell, and you can't get rid of it. You also never have to explicitly call it. Its sole purpose is to kick off the formatting process, using whatever objects happen to be in the pipeline at that point.

That's an important concept, so let's linger on it for a second. Consider this command line:

```
Get-Service | Export-CSV -Path services.csv
```

What output does that command create? You might be tempted to say “a file on disk,” but that’s completely external to PowerShell. Maybe a better question is “What objects does that command leave in the pipeline?” Try running the command, right now, and see what appears on the screen. The answer: nothing. Nothing appears on the screen, because no objects were produced by the command. `Get-Service` certainly produced objects and put them in the pipeline, but `Export-CSV` consumed those objects and didn’t put any of its own into the pipeline. So, no objects in the pipeline means `Out-Default` has nothing to work with, and so that’s what you see on the screen: nothing.

But let’s say you run a command that does leave objects in the pipeline. Those go to `Out-Default`, which simply passes them on to another cmdlet, `Out-Host`, that’s invoked by default. You don’t have to do anything. `Out-Host` can’t make heads or tails of those objects, though, because it only understands a special kind of object we call formatting directives (that isn’t their official name, but it’s one we use a lot because we don’t know if they even have an official name). So when `Out-Host` gets anything that isn’t formatting directives, it calls on the shell’s formatting system. That system kicks in, extracts data from the objects, and uses the data to create formatting directives. Those are passed back to `Out-Host`, and output appears on your screen. Figure 9.1 shows all of this in action.

Most of the time you blindly accept the formatting directives. But by understanding the mystery behind them, you can control them.

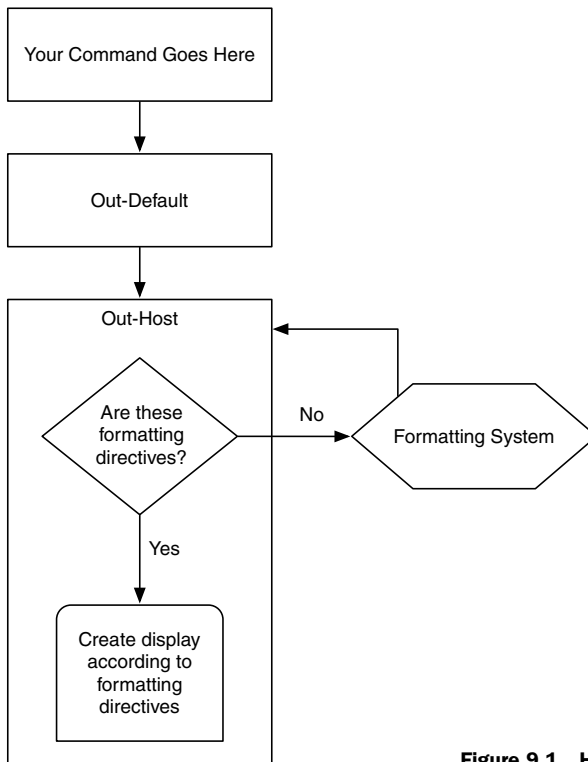


Figure 9.1 How PowerShell turns objects into text

9.2 The formatting system

Microsoft has provided the formatting system with a few rules, and a lot of configuration defaults, that let it produce decent-looking output without any work on your part. There are a few steps in this process, which we'll cover here.

9.2.1 Is there a predefined view?

Microsoft ships PowerShell with a whole mess of *predefined views*. You can also create your own views and load them into memory for PowerShell to use; we've devoted chapter 26 to showing you how. Look in PowerShell's installation folder and you'll see Microsoft's predefined views:

```
PS C:\> dir $pshome -filter *.format.ps1xml

Directory: C:\Windows\System32\WindowsPowerShell\v1.0

Mode                LastWriteTime         Length Name
----                -
-a---             6/2/2012  10:31 AM         27338 Certificate.format.ps1xml
-a---             6/2/2012  10:31 AM         27106 Diagnostics.Format.ps1xml
-a---             6/2/2012  10:31 AM       144442 DotNetTypes.format.ps1xml
-a---             6/2/2012  10:31 AM         14502 Event.Format.ps1xml
-a---             6/2/2012  10:31 AM         21293 FileSystem.format.ps1xml
-a---             6/2/2012  10:31 AM       287938 Help.format.ps1xml
-a---             6/2/2012  10:31 AM         97880 HelpV3.format.ps1xml
-a---             6/2/2012  10:31 AM       101824 PowerShellCore.format.ps1xml
-a---             6/2/2012  10:31 AM         18612 PowerShellTrace.format.ps1xml
-a---             6/2/2012  10:31 AM         13659 Registry.format.ps1xml
-a---             6/2/2012  10:31 AM         17731 WsMan.Format.ps1xml
```

These are some of the ones that we found on our computers. These are XML files, and they contain formatting instructions for a wide variety of types of objects. So when PowerShell needs to display a process object, or a service object, or whatever, it looks through these files (which it's programmed to automatically load each time it starts) to see if that object type is covered by a view. If the object being displayed is covered by a view within one of these files, then that view is used. That's why running `Get-Process`, `Get-Service`, and most other commands produces the output they do: because Microsoft took the time to create that nice-looking display as a predefined view—in other words, a default format.

Predefined views tell PowerShell what kind of layout—such as a table or a list—to use. They tell the shell what properties to display, how wide columns should be, whether data should be left- or right-aligned, and so on.

9.2.2 What properties should be displayed?

If there's no predefined view, PowerShell looks to see if the object in the pipeline has a `DefaultDisplayPropertySet`. That's a special property set, defined as a type extension (we have a chapter on those later in the book, too, chapter 27) in another XML file. As you might expect, Microsoft defines this property set for a lot of object types. Try running this:

```
Get-WmiObject Win32_OperatingSystem
```


You'll see a `DefaultDisplayPropertySet` at work.

If a `DefaultDisplayPropertySet` exists, PowerShell will display only those properties. If one doesn't exist, it'll display every property that the object has.

9.2.3 *List or table?*

Based on the number of properties it's been asked to display, PowerShell chooses between a table layout or a list layout. Tables are used only when there are four or fewer properties, on the theory that the screen should have enough room to display them all. Five or more properties automatically trigger a list layout—although you can override this behavior by explicitly calling the `Format` cmdlet of your choice.

Keep in mind that this happens only if a predefined view wasn't found. Process objects, for example, display in an eight-column table because there's a predefined view that tells the shell to do it that way.

9.3 *The Format cmdlets*

If you want to display something other than the defaults, you have to do it yourself, by piping your command output to one of PowerShell's `Format` cmdlets:

- `Format-Table`
- `Format-List`
- `Format-Wide`
- `Format-Custom`

For all intents and purposes, you won't use `Format-Custom` much, if at all. Sure, you can pipe things to it, but all it does is show you a complete breakdown of each object's properties, enumerating through collections and so forth. The cmdlet is primarily designed to work along with predefined custom views, like the one PowerShell uses to construct directory listings or its own help displays. We'll concentrate on the first three `Format` cmdlets.

9.3.1 *Formatting wide lists*

The `Format-Wide` cmdlet generates a multicolumn list that focuses on a single piece of information. If you don't tell it differently, it looks for the `Name` property of the objects it's displaying, because most objects have a `Name` property.

```
PS C:\> Get-Process | Format-Wide

calc                conhost
conhost             conhost
csrss               csrss
dfsrs               dfssvc
dillhost            dns
dwm                 explorer
Idle                iexplore
iexplore            ismserv
lsass               lsm
Microsoft.ActiveDirectory.WebServices msdtc
```

```

mspaint                notepad
notepad                powershell
powershell_ise        PresentationFontCache
services              smss
spoolsv               svchost
svchost                svchost
svchost                svchost
svchost                svchost
svchost                svchost
svchost                svchost
svchost                svchost
svchost                System
taskhost              TPAutoConnect
TPAutoConnSvc         vds
vmtoolsd              vmtoolsd
VMwareTray            wininit
Winlogon

```

Peruse the help for this cmdlet (whose alias is `fw`, by the way) and you'll see that it lets you specify the number of columns to display and lets you pick an alternate property. You can also ask it to autosize the display, which tells it to create as many columns as it can while accommodating the data that needs to be displayed. Here are some examples:

```

PS C:\> Get-Process | Format-Wide -Property ID -Column 4

1892          1100          1820          2532
324           372           1288          1468
1016          1324          1964          1788
0             1728          3036          1352
476           484           1248          668
2988          1476          2880          2656
2188          164           468           228
1216          540           640           712
808           848           896           940
980           1408          1792          2388
2828          4             2564          804
1940          1880          1536          2908
2996          364           408

```

```

PS C:\> Get-Process | Format-Wide -Property ID -AutoSize

1892 1100 1820 2532 324 372 1288 1468 1016 1324 1964 1788 0 1728 3036
1352 476 484 1248 668 2988 1476 2880 2656 2188 164 468 228 1216 540
640 712 808 848 896 940 980 1408 1792 2388 2828 4 2564 804 1940
1880 1536 2908 2996 364 408

```

Not much to it. We'll agree that these aren't the most compelling real-world examples, but they help illustrate the cmdlet.

9.3.2 Formatting tables

The `Format-Table` cmdlet (alias `ft`) is one of the most flexible of the bunch. By default, it formats things in a columnar table display. Note that this has no special effect if it's displaying a type of object that uses a table by default—you'll just get the same old thing. But using the `-Property` parameter, you can choose the properties you want to display. Like `Format-Wide`, an `-AutoSize` parameter tries to fit each column to

its largest piece of data. Without that, the table will attempt to fill the screen, which can result in an empty-looking display, for example:

```
PS C:\> Get-Service | Format-Table -Property Name,Status

Name                                     Status
----                                     -
ADWS                                     Running
AeLookupSvc                             Stopped
ALG                                       Stopped
AppIDSvc                                 Stopped
Appinfo                                  Stopped
AppMgmt                                  Stopped
AudioEndpointBuilder                    Stopped
AudioSrv                                 Stopped
BFE                                       Running
...

PS C:\> Get-Service | Format-Table -Property Name,Status -AutoSize
```

```
Name                                     Status
----                                     -
ADWS                                     Running
AeLookupSvc                             Stopped
ALG                                       Stopped
AppIDSvc                                 Stopped
Appinfo                                  Stopped
AppMgmt                                  Stopped
AudioEndpointBuilder                    Stopped
AudioSrv                                 Stopped
BFE                                       Running
BITS                                     Running
Browser                                  Stopped
CertPropSvc                             Stopped
clr_optimization_v2.0.50727_32          Stopped
...
```

Quite a difference. Sometimes, it's possible to include so many columns that some data gets truncated with an ellipsis (...); in those cases, adding the `-Wrap` parameter will allow data to wrap across multiple rows without being truncated.

Notice that the `-Property` parameter is positional, so you'll usually see the command written like this:

```
PS C:\> Get-Process | ft Name,ID -auto

Name                                     Id
----                                     -
calc                                     1892
conhost                                  1100
conhost                                  1820
conhost                                  2532
csrss                                    324
csrss                                    372
dfsr                                       1288
dfssvc                                   1468
dllhost                                  1016
```

```

dns                1324
dwm                1964
explorer           1788
Idle               0
iexplore           1728
iexplore           3036
...

```

We also used the cmdlet's alias, `ft`, and truncated `-autoSize` to just `-auto`. You'll see other common shortcuts in the wild.

NOTE In PowerShell v2, if you used `-AutoSize` and PowerShell couldn't display all the properties because of display width, you'd get a warning that some columns wouldn't fit and were removed. In PowerShell v3, columns that don't fit will still be removed, but you won't get the warning.

There's also a `-GroupBy` parameter, which tells the cmdlet to watch a particular property's values. Every time the value changes, the cmdlet generates a new table header. This can initially seem kind of annoying, as shown by this output excerpt:

```

PS C:\> Get-Service | Format-Table -GroupBy Status

    Status: Running

Status  Name                DisplayName
-----  ----                -
Running ADWS                Active Directory Web Services

    Status: Stopped

Status  Name                DisplayName
-----  ----                -
Stopped AeLookupSvc        Application Experience
Stopped ALG            Application Layer Gateway Service
Stopped AppIDSvc       Application Identity
Stopped Appinfo         Application Information
Stopped AppMgmt         Application Management
Stopped AudioEndpointBu... Windows Audio Endpoint Builder
Stopped AudioSrv        Windows Audio

    Status: Running

Status  Name                DisplayName
-----  ----                -
Running BFE            Base Filtering Engine
Running BITS            Background Intelligent Transfer Ser...
...

```

The trick is to first sort the data on that same property so that the property isn't flipping back and forth between the same value:

```

PS C:\> Get-Service | Sort Status | Format-Table -GroupBy Status

    Status: Stopped

Status  Name                DisplayName
-----  ----                -
Stopped TPVCGateway    TP VC Gateway Service

```

```

Stopped NtFrs File Replication
Stopped TrkWks Distributed Link Tracking Client
Stopped TrustedInstaller Windows Modules Installer
Stopped NetTcpPortSharing Net.Tcp Port Sharing Service
Stopped PolicyAgent IPsec Policy Agent
Stopped Themes Themes
Stopped THREADORDER Thread Ordering Server
Stopped PerfHost Performance Counter DLL Host
...

Status: Running

Status Name DisplayName
----- ----
Running ADWS Active Directory Web Services
Running BFE Base Filtering Engine
Running BITS Background Intelligent Transfer Ser...
...

```

There's also a `-HideTableHeaders` parameter, which preserves the normal table layout but eliminates the two header lines.

Format-Table wildcard limitation

One thing that may come as a surprise is that `Format-Table` has a limitation on the number of properties it can display when using the wildcard for property names. As an experiment, try this code:

```
Get-service spooler | format-table *
```

You'll get no more than 10 properties. Yet if you do this

```
Get-service spooler | select *
```

you can count and see there are more than 10 properties. You never get more than 10 properties displayed when using the wildcard with the `-Property` parameter. As far as we're aware, this isn't documented anywhere, but `Format-Table` appears to be limited to displaying 10 columns.

That said, try this:

```
get-service spooler | format-table
Name,Req*,Can*,Dis*,Dep*,Mach*,Ser*,St*,Si*,Co*
```

Now you'll get all properties to the limits of your display. You can display more than 10 properties but you have to ask for them.

This probably won't affect your day-to-day work, but you need to be aware of the limitation when using the wildcard and how to overcome it.

If some of your column properties truncate, you can tell `Format-Table` to wrap the lines with, what else, `-Wrap`. Use this with `-autosize` to maximize the amount of formatted data:

```
PS C:\> get-eventlog system -newest 5 | ft Source,Message -wrap -auto
Source                                     Message
-----                                     -
Service Control Manager                   The start type of the Background
Intelligent Transfer Service service was
changed from auto start to demand start.
Service Control Manager                   The start type of the Background
Intelligent Transfer Service service was
changed from demand start to auto start.
Microsoft-Windows-Kernel-General          The description for Event ID '16' in
Source 'Microsoft-Windows-Kernel-General'
cannot be found. The local computer may
not have the necessary registry
information or message DLL files to
display the message, or you may not have
permission to access them. The following
information is part of the event:'72', '\?
?\GLOBALROOT\Device\HarddiskVolumeShadowCo
py4\Users\default\ntuser.dat', '496', '27'
Microsoft-Windows-Kernel-General          The description for Event ID '15' in
Source 'Microsoft-Windows-Kernel-General'
cannot be found. The local computer may
not have the necessary registry
information or message DLL files to
display the message, or you may not have
permission to access them. The following
information is part of the event:'171', '\
??\Volume{d32e13b1-e760-11e1-be66-806e6f6e
6963}\System Volume Information\SPP\SppCbs
HiveStore\{cd42efe1-f6f1-427c-b004-033192c
625a4}\12AC1A68-9D32-4816-A377-DD750018528
C}', '57552896', '57614336'
Microsoft-Windows-Kernel-General          The description for Event ID '16' in
Source 'Microsoft-Windows-Kernel-General'
cannot be found. The local computer may
not have the necessary registry
information or message DLL files to
display the message, or you may not have
permission to access them. The following
information is part of the event:'171', '\
??\Volume{d32e13b1-e760-11e1-be66-806e6f6e
6963}\System Volume Information\SPP\SppCbs
HiveStore\{cd42efe1-f6f1-427c-b004-033192c
625a4}\A5499462-B89D-4433-9EF2-FC721EF1102
2}', '198', '24'
```

Finally, like `Select-Object`, `Format-Table` supports custom properties (we also refer to them as calculated fields) in its property list. The cool thing is that, unlike `Select-Object`, `Format-Table` is explicitly dealing with formatting, so it picks up a few extra keys:

- `N` or `Name` and `L` or `Label` specify the column header, just as in `Select-Object` they specify the custom property name. In PowerShell v1 only `Label` could be used in `Format-Table`. PowerShell v2 changed this so `Name` or `Label` could be used.

- E or Expression specifies the contents of the column, the same as in Select-Object.
- FormatString, unavailable in Select-Object, applies formatting. For example, N2 is a number with two decimal places.
- Align, also unavailable in Select-Object, will accept 'left' or 'right'.
- Width, also unavailable in Select-Object, lets you specify a column width.

Here's a one-line example:

```
PS C:\> get-process | ft Name,ID,@{name='VM';
expression={$_.VM / 1MB};formatstring='N2';align='right';width=8}

Name                                     Id          VM
----                                     -
conhost                                 1100        78.89
conhost                                 1820        46.23
conhost                                 2532        40.99
csrss                                   324         43.12
csrss                                   372         72.04
dfsrs                                   1288        347.19
dfssvc                                  1468        34.40
```

This is an awesome trick. But be sure to read section 9.4 so that you can avoid mistakes folks commonly make when employing this and other tricks.

9.3.3 *Formatting lists*

After the joy of Format-Table, Format-List (alias fl) may seem a bit mundane. Really, it works a lot like Format-Table. You can specify properties, including custom ones. You can specify * to list all properties, which is a useful trick, especially when you want to quickly bypass the default formatting. It even supports -GroupBy. But there's no autosizing, and if you construct a custom property you don't get to specify width or alignment, although FormatString is still legal.

The business of being able to specify and see (technically Format-Table accepts * as a property also, but it's rarely practical) all properties is a great debugging tool. Although Get-Member will show you all of the properties an object has, Format-List -Property * (or just fl *, which is what folks commonly type) lets you see all of the properties *and* all of their values. Wondering what the DriveType property is for? Pipe the object to fl * and see what the property *contains*:

```
PS C:\> get-wmiobject win32_logicaldisk -filter "deviceid='c:'" | fl *

PSComputerName      : QUARK
Status              :
Availability        :
DeviceID            : C:
StatusInfo          :
__GENUS             : 2
__CLASS              : Win32_LogicalDisk
__SUPERCLASS        : CIM_LogicalDisk
__DYNASTY            : CIM_ManagedSystemElement
```

```

__RELSPATH                : Win32_LogicalDisk.DeviceID="C:"
__PROPERTY_COUNT         : 40
__DERIVATION              : {CIM_LogicalDisk, CIM_StorageExtent, CIM...}
__SERVER                  : QUARK
__NAMESPACE               : root\cimv2
__PATH                    : \\QUARK\root\cimv2:Win32_LogicalDisk.Devi...
Access                    : 0
BlockSize                 :
Caption                   : C:
Compressed                 : False
ConfigManagerErrorCode    :
ConfigManagerUserConfig   :
CreationClassName         : Win32_LogicalDisk
Description                : Local Fixed Disk
DriveType                 : 3
ErrorCleared              :
ErrorDescription          :
ErrorMethodology          :
FileSystem                 : NTFS
FreeSpace                  : 127647277056
InstallDate               :
LastErrorCode             :
MaximumComponentLength    : 255
MediaType                 : 12
Name                       : C:
NumberOfBlocks            :
PNPDeviceID               :
PowerManagementCapabilities :
PowerManagementSupported  :
ProviderName              :
Purpose                   :
QuotasDisabled            :
QuotasIncomplete          :
QuotasRebuilding          :
Size                       : 201504845824
SupportsDiskQuotas        : False
SupportsFileBasedCompression : True
SystemCreationClassName   : Win32_ComputerSystem
SystemName                 : QUARK
VolumeDirty               :
VolumeName                :
VolumeSerialNumber        : B0CEF5BA
Scope                     : System.Management.ManagementScope
Path                      : \\QUARK\root\cimv2:Win32_LogicalDisk.Devi...
Options                   : System.Management.ObjectGetOptions
ClassPath                  : \\QUARK\root\cimv2:Win32_LogicalDisk
Properties                 : {Access, Availability, BlockSize, Captio...}
SystemProperties           : {__GENUS, __CLASS, __SUPERCLASS, __DYNAS...}
Qualifiers                 : {dynamic, Locale, provider, UUID}
Site                      :
Container                  :

```

Sometimes it's just easier to read a list than a table. But there's another hidden gem with `Format-List` as well as `Format-Table`.

9.3.4 *Same objects, different formats*

Sometimes PowerShell has a few surprises. Here's one:

```
PS C:\> get-process -id $pid | format-table
Handles  NPM(K)    PM(K)      WS(K) VM(M)    CPU(s)      Id ProcessName
-----  -
         562      15      82660     78432   232      22.39     1516 powershell
```

That looks pretty normal. The default format output for a process object is a table, so explicitly piping to `Format-Table` gives the same expected result. Now watch what happens when you pipe the same command to `Format-List`:

```
PS C:\> get-process -id $pid | format-list
Id       : 1516
Handles : 589
CPU      : 22.464144
Name     : powershell
```

The same object but different properties are presented, depending on the format. This happens because, in PowerShell's format type extension files for the `Process` object, there are different default property sets, depending on whether you use a list or a table. You might be surprised at what information is readily available. The only way to know for sure is to pipe a command to a `Format` cmdlet that isn't what you normally see.

9.4 *Eliminating confusion and "gotchas"*

Finally, we're getting far enough along that we need to try to stop you from making some of the same confusing mistakes that we've seen our students sometimes make. There are three of them we want to cover.

9.4.1 *Formatting is the end of the line*

Before we even discuss the `Format` cmdlets, we need to make sure you don't get caught by what is probably one of PowerShell's biggest traps. When you see a cmdlet named `Format-Table`, you probably assume that it formats things into a table form, right? And if your goal is to have, say, an HTML table, then you should be able to do this:

```
PS C:\> Get-Service | Format-Table -Property Name,Status |
ConvertTo-HTML | Out-File services.html
```

Go ahead and try that. Don't worry, you won't break anything, but the final HTML won't be very attractive. Why not? Remember that PowerShell's formatting system—including the `Format` cmdlets—produce *formatting directives*, not normal objects. Those formatting directives are intended to be used to construct an onscreen display, or a plain text file, or a piece of paper. The directives can *only* be used for those purposes, and no other cmdlet can make any sense of them.

So, to stay out of trouble, just remember two simple rules (well, one rule and one exception):

- If you use a `Format` cmdlet, it needs to be the last command on your command line.
- The only exceptions are the `Out-File`, `Out-Printer`, and `Out-Host` cmdlets. Because `Out-Host` is the default, you’ll probably never type it, leaving you with just `Out-File` and `Out-Printer`. Those are the only commands that can come after a `Format` cmdlet.

Follow those rules, and you’ll be fine. Don calls this the “Format Right” rule, meaning you want to move your formatting as far to the right—toward the end—of the command line as possible.

9.4.2 *Select or format?*

You’ve probably noticed that both `Select-Object` and the `Format` cmdlets let you specify the properties you want to see (just one for `Format-Wide`, but multiple properties are accepted by the other two). You’ll also notice that `Select-Object`, `Format-List`, and `Format-Table` all support the same custom property syntax.

So which one do you use? It depends a bit on what you want to do.

- If you’ve finished manipulating your objects and you’re ready to display them, it’s probably easier to select properties, and make custom properties, using `Format-Table` or `Format-List`. Keep in mind, though, that the output from that point either has to go to the screen, to a plain-text file, or to a printer.
- If you haven’t finished manipulating your objects, then use `Select-Object`. Keep in mind that it isn’t dealing with formatting, so it doesn’t have the ability to set column widths, alignment, or formatting strings. But the output can be sent on to other cmdlets.

Sometimes you’ll end up using both, or you’ll end up needing to be very clever. For example, suppose you want to query a computer and get information about its local disk drives. You want to display each drive’s drive letter, total size in gigabytes, and free space in gigabytes. You want both of those values to carry two decimal places. You want to display only drives whose free space is less than 20 percent of the total space.

This is like one of those logic puzzles, where you’re told that Jill lives in a red house, Joe lives next door to Jill, and Kim lives in a small house, and then you have to figure out who lives where. Here are the facts:

- You can use WMI to query the drive information. WMI is covered in chapter 39, so we won’t focus on it now. It works a lot like the other `Get` cmdlets you’ve seen.
- You need to filter out the drives that you don’t want displayed. This is best done as early as possible in the command line.
- You have some formatting requirements (two decimal places) that `Format-Table` can accommodate, but you need to decide if that’ll be the last thing you want to do with the objects.

Here's one example of how you could construct the command:

```
Get-WmiObject -class Win32_LogicalDisk -filter "drivetype=3" |
Select-Object @{name='DriveLetter';expression={$_.DeviceID}},
              @{name='Size';expression={$_.Size / 1GB}},
              @{name='FreeSpace';expression={$_.FreeSpace / 1GB}},
              @{name='PercentFree';expression={$_.FreeSpace / $_.Size * 100}} |
Where-Object { $_.PercentFree -lt 20 } |
Format-Table DriveLetter,
              @{name='Size';FormatString='N2';expression={$_.Size}},
              @{name='FreeSpace';FormatString='N2';expression={$_.FreeSpace}} -auto
```

Let's walk through this. You start by getting your WMI objects. Easy enough. Then, you use `Select-Object` to do the math needed to generate values in gigabytes, rather than the default bytes provided by WMI. Then, you filter out the drives you don't want by using `Where-Object`. Finally, you need to use `Format-Table`, because it's the only thing that can do the formatting necessary to get just two decimal places.

Was this the easiest way? Probably not. Here's a better approach:

```
Get-WmiObject -class Win32_LogicalDisk -filter "drivetype=3" |
Where-Object { $_.FreeSpace / $_.Size -lt .2 } |
Format-Table @{name='DriveLetter';expression={$_.DeviceID}},
              @{name='Size';expression={$_.Size / 1GB};FormatString='N2'},
              @{name='FreeSpace';expression={$_.FreeSpace / 1GB};FormatString='N2'} -auto
```

This example shortens the command line to just three commands. You're filtering much earlier in the process, which is always good. There's no reason to convert the values to gigabytes before doing that filtering, because you can do the division operation with bytes just as easily. You don't need to make a "PercentFree" column at all, because you don't want that in your output. You only have to go through the ugly custom-property-making syntax once, at the very end, where it can also handle your formatting instructions. Remember though that all this will do is send pretty output to the screen or a text file, assuming you piped to `Out-File`. You can't do anything else with it.

So it's largely a matter of being careful and clever and spending some time thinking about what's happening and what you want to achieve.

9.4.3 *Format, out, export—which?*

By this point in this book, we've thrown at you a lot of different ways to get information in and out of the shell:

- `Import-CSV` and `Export-CSV`
- `Get-Content`
- `Out-File`
- `Format-Table`

If you're following along, you're probably starting to wonder what the difference is. We certainly see classroom students trying to run stuff like this:

```
Get-Content data.csv | Where { $_.Column1 -eq 'value' } |
Select Column1,Column2,Column3
```

And that just won't work. Here's the deal:

- `Get-Content` and `Out-File` both work with plain, unstructured text. If you use `Get-Content` to read in a CSV file, it doesn't attempt to interpret the file or break apart its contents. It just spews the text onto the screen, including the column headers. You can't treat that as data objects. `Out-File` doesn't do any conversion of the data; what appears in the file is exactly what would've otherwise appeared on the screen.
- `Import-CSV` and `Export-CSV` deal with structured data. `Export-CSV` takes objects, which is one kind of data structure, and transforms them into CSV, which is another kind of data structure. `Import-CSV` does the opposite. If you want to be able to work with columns as properties, you use these.
- `Format` cmdlets discard your data structure and instead create a visual display that's only meaningful to humans. There's no practical way to bring that information back into the shell in any usable form.

We know, it's a lot to keep track of, but that's the price of being a PowerShell guru!

9.5 Summary

Formatting is one of the great powers of PowerShell. With a bit of planning and cleverness, you can produce incredible-looking reports, send them out to files or to a printer, or just look at them onscreen—all without much effort. There are some caveats and gotchas involved, and we've tried to cover those thoroughly for you here. Practice is the best thing for formatting, so jump in and start seeing what you can do.

Part 2

PowerShell management

Remote control. Background jobs. Regular expressions. HTML and XML. These are just a few of the core technologies accessible within PowerShell that you'll use to make server and client management easier, more scalable, and more effective. The chapters in part 2 tackle these technologies individually, diving as deeply as we can, so that you can master their intricacies and subtleties.

PowerShell Remoting

10

This chapter covers

- Outlining Remoting technologies and protocols
- Configuring and securing Remoting endpoints
- Exploring Remoting scenarios
- Using implicit Remoting

Remoting was one of the major new technologies introduced in PowerShell v2 and in the broader Management Framework v2 of which PowerShell is a part. With v3, Microsoft has continued to invest in this important foundational technology.

Remoting is a complex technology, and we'll do our best to explore it as thoroughly as possible. But some uses for Remoting are outside the purview of an administrator: Programming custom-constrained runspace, for example, requires software development skills that are outside the scope of this book.

NOTE Everything in this chapter focuses on PowerShell v3, but the majority of the material also applies to v2. The two versions of the shell can talk to each other via Remoting; that is, a v2 shell can connect to a v3 shell, and vice versa.

10.1 The many forms of remote control

The first thing we need to clear up is the confusion over the word *remote*. PowerShell v2 offers two means for connecting to remote computers:

- Cmdlets, which have their own `-computerName` parameter. They use their own proprietary communications protocols, most often DCOM or RPC, and are generally limited to a single task. They don't use PowerShell Remoting (with a couple of exceptions that we'll cover later in this chapter).
- Cmdlets that specifically use the Remoting technology: `Invoke-Command` anything with the `-PSSession` noun, and a few others that we'll cover in this chapter.

In this chapter, we're focusing exclusively on the second group. The nice thing about it is that any cmdlet—whether it has a `-computerName` parameter or not—can be used through Remoting.

What exactly is Remoting? It's the ability to send one or more commands over the network to one or more remote computers. The remote computers execute the commands using their own local processing resources (meaning the command must exist and be loaded on the remote computers). The results of the commands—like all PowerShell commands—are objects, and PowerShell *serializes* them into XML. The XML is transmitted across the network to the originating computer, which *deserializes* them back into objects and puts them into the pipeline. The *serialize/deserialize* part of the process is crucial, because it offers a way to get complex data structures into a text form that's easily transmitted over a network. Don't overthink the serializing thing, though: It's not much more complicated than piping the results of a command to `Export-CliXML` and then using `Import-CliXML` to load the results back into the pipeline as objects. It's almost exactly like that, in fact, with the additional benefit of having Remoting taking care of getting the data across the network.

10.2 Remoting overview

Terminology gets a lot of people messed up when it comes to Remoting, so let's get that out of the way.

- *WS-MAN* is the network protocol used by PowerShell Remoting. It stands for Web Services for Management, and it's more or less an industry-standard protocol. You can find implementations on platforms other than Windows, although they're not yet widespread. WS-MAN is a flavor of good-old HTTP, the same protocol your web browser uses to fetch web pages from a web server.
- *Windows Remote Management*, or *WinRM*, is a Microsoft service that implements the WS-MAN protocol and that handles communications and authentication for connections. WinRM is designed to provide communications services for any number of applications; it isn't exclusive to PowerShell. When WinRM receives traffic, that traffic is tagged for a specific application—such as PowerShell—and WinRM takes care of getting the traffic to that application as well as accepting any replies or results that the application wants to send back.

- *Remoting* is a term applied to PowerShell’s use of WinRM. Therefore, you can’t do “remoting” with anything other than PowerShell—although other applications could certainly have their own specific uses for WinRM.

One of the new features in PowerShell v3 is a set of Common Information Model (CIM) cmdlets. Over time, they’ll replace the legacy Windows Management Instrumentation (WMI) cmdlets that have been in PowerShell since v1, although for now the WMI and CIM cmdlets live side by side and have a lot of overlapping functionality. Both sets of cmdlets use the same underlying WMI data repository; one of the primary differences between the two sets is in how they communicate over the network. The WMI cmdlets use remote procedure calls (RPCs), whereas the CIM cmdlets use WinRM. The CIM cmdlets *aren’t using Remoting*—they provide their own utilization of WinRM (more details in chapter 39). We point this out only as an example of how confusing the terminology can be. In the end, you don’t have to worry about it all the time, but when it comes to troubleshooting you’ll definitely need to understand which parts are using what.

Now for a bit more terminology, this time diving into some of the specific implementation details:

- An *endpoint* is a particular configuration item in WinRM. An endpoint represents a specific application for which WinRM can receive traffic, along with a group of settings that determine how the endpoint behaves. It’s entirely possible for a single application, like PowerShell, to have multiple endpoints set up. Each endpoint might be for a different purpose and might have different security, network settings, and so forth associated with it.
- A *listener* is another configuration item in WinRM, and it represents the service’s ability to accept incoming network traffic. A listener is configured to have a TCP port number, is configured to accept traffic on one or more IP addresses, and so forth. A listener also is set up to use either HTTP or HTTPS; if you want to be able to use both protocols, then you must have two listeners set up.

10.2.1 Authentication

WinRM has two levels of authentication: machine level and user level. User-level authentication involves the delegation of your logon credentials to the remote machine that you’ve connected to. The remote machine can undertake any tasks you’ve specified using your identity, meaning you’ll be able to do whatever you have permission to do and no more. By default, the remote machine can’t delegate your credentials to any other machines—which can lead to a problem called “the second hop.” We’ll deal with that later in the chapter.

Remoting also supports machine-level authentication. In other words, when you connect to a remote machine, your computer must trust that machine. Trust normally comes through mutual membership in an Active Directory domain, although it can also be manually configured in a number of ways. The practical upshot is that your computer will refuse to connect to any remote machine that it doesn’t know and trust.

That can create complications for some environments where the machines aren't all in the same domain, requiring additional configuration to get Remoting to work.

10.2.2 Firewalls and security

One of the joys of Remoting is that it operates over a single port: 5985 for HTTP and 5986 for HTTPS, by default, although you can reconfigure those if you like. It's therefore easy to set up firewall exceptions that permit Remoting traffic.

Some organizations, mainly those with very tight network security, may have some trepidation about enabling Remoting and its firewall exceptions. Our only advice is to "get over it." Remoting is now a foundational, mandatory technology in Windows. Not allowing it would be like not allowing Ethernet. Without Remoting, you'll find that many of Windows' administrative tools and features simply don't work, especially in Windows Server 2012.

Remoting is more secure than what we've used in the past for these tasks. It authenticates, by default, using the Kerberos protocol, which never transmits passwords on the network (encrypted or otherwise). Remoting uses a single, customizable port, rather than the thousands required by older protocols like RPCs. WinRM and Remoting have a huge variety of configuration settings that let you control who can use it, how much they can use it, and so on.

10.3 Using Remoting

In the next few sections, we're going to walk you through the complete process of setting up and using Remoting. This will specifically cover the "easy scenario," meaning that both your computer and the remote computer are in the same Active Directory domain. After we go over these basics, we'll dive into all of the other scenarios that you might have to configure.

10.3.1 Enabling Remoting

Remoting needs to be enabled on any machine that will receive connections, which can include computers running either the server or a client version of the Windows operating system. Windows Server 2012 has Remoting enabled by default. The easy way to set up Remoting is to run `Enable-PSRemoting` (you need to be running PowerShell with elevated privileges). This command performs several tasks:

- Starts (or restarts, if it's already started) the WinRM service.
- Sets the WinRM service to start automatically from now on.
- Creates a WinRM listener for HTTP traffic on port 5985 for all local IP addresses.
- Creates a Windows Firewall exception for the WinRM listener. Note that this will fail on client versions of Windows if any network cards are configured to have a type of "Public," because the firewall will refuse to create new exceptions on those cards. If this happens, change the network card's type to something else (like "Work" or "Private," as appropriate—Windows 8/2012 provides the `Set-NetConnectionProfile` cmdlet for this task) and run `Enable-PSRemoting`

again. Alternately, if you know you have some Public network cards, add the `-SkipNetworkProfileCheck` parameter to `Enable-PSRemoting`. Doing so will successfully create a Firewall exception that allows incoming Remoting traffic only from the computer's local subnet.

The command will also set up one or more of these endpoints:

- `Microsoft.PowerShell`
- `Microsoft.PowerShell32`
- `Microsoft.ServerManager` (for Server Manager)
- `Microsoft.Windows.ServerManagerWorkflows` (for Server Manager workflows)
- `Microsoft.PowerShell.Workflow` (for PowerShell workflow)

Table 10.1 illustrates some example endpoint configurations. On a 32-bit machine, the endpoint is referred to as PowerShell rather than PowerShell32.

Table 10.1 Example endpoint configurations

	PowerShell version	PowerShell 32-bit	PowerShell 64-bit	Server Manager	Server Manager workflow	PowerShell workflow
Windows Server 2008 R2	2	Y	Y	Y		
Windows 7 64-bit	3	Y	Y			Y
Windows 8 32-bit client	3	Y				Y
Windows Server 2012	3	Y	Y	Y	Y	Y
Windows 7 client 32-bit standalone	2	Y				

You'll be prompted several times as the command runs; be sure to reply "Y" for "Yes" so that each step can complete properly.

10.3.2 1-to-1 Remoting

The most straightforward way to use Remoting is called *1-to-1 Remoting*, in which you essentially bring up an interactive PowerShell prompt on a remote computer. It's pretty simple, once Remoting is enabled on the remote machine:

```
PS C:\> Enter-PSsession -ComputerName Win8
[Win8]: PS C:\Users\Administrator\Documents>
```

NOTE If you want to experiment with this, just use localhost as the computer name, once you've enabled Remoting on your computer. You'll be "remotely controlling" your local machine, but you'll get the full Remoting experience.

Notice how the PowerShell prompt changes to include the name of the computer you're now connected to. From here, it's almost exactly as if you were physically standing in front of that computer, and you can run any command that the remote machine contains. Keep these important caveats in mind:

- By default, when the PowerShell prompt contains any computer name (even localhost), you can't execute any other commands that initiate a Remoting connection. Doing so would create a "second hop," which won't work by default.
- You can't run any commands that start a graphical application. If you do so, the shell may appear to freeze; press Ctrl+C to end the process and regain control.
- You can't run any command program that has its own "shell" like nslookup or netsh.
- You can only run scripts on the remote machine if its execution policy permits you to do so (we discuss that in chapter 17).
- You aren't connected to an interactive desktop session; your connection will be audited as a "network logon," much as if you were connecting to a file share on the remote machine. As a result of the connection type, Windows won't execute profile scripts, although you'll be connected to your profile home folder on the remote machine.
- Nothing you do will be visible by any other user who's connected to the same machine, even if they're interactively logged onto its desktop console. You can't run some application and have it "pop up" in front of the logged-on user.
- You must specify the computer's name as it appears in Active Directory or in your local Trusted Hosts list; you can't use IP addresses or DNS CNAME aliases unless they've been added to your Trusted Hosts list.

When you've finished with the remote machine, run `Exit-PSSession`. This will return you to your local prompt, close the connection to the remote machine, and free up resources on the remote machine. This will also happen automatically if you just close the PowerShell window.

```
[Win8]: PS C:\Users\Administrator\Documents> Exit-PSSession  
PS C:\>
```

The way we've used `Enter-PSSession` will always connect to the remote machine's default PowerShell endpoint. On a 64-bit operating system, that'll be the 64-bit version of PowerShell. Later, we'll show you how to connect to other endpoints (remembering that `Enable-PSRemoting` can create multiple endpoints).

10.3.3 1-to-many Remoting

One-to-many Remoting is a powerful technique that highlights the value of Remoting. You transmit a command (or a series of commands) to multiple remote computers. They each execute the command, serialize the results into XML, and send the results back to you. Your copy of PowerShell deserializes the XML into objects and puts them

in the pipeline. For example, suppose you want to get a list of all processes whose names start with the letter “s,” from two different computers:

```
PS C:\> Invoke-Command -ScriptBlock { Get-Process -name s* } -computername
localhost,win8
```

Handles	NPM(K)	PM(K)	WS(K)	VM(M)	CPU(s)	Id	ProcessName	PSComputerName
217	11	3200	7080	33	1.23	496	services	win8
50	3	304	980	5	0.13	248	smss	win8
315	16	2880	8372	46	0.03	12	spoolsv	win8
472	36	8908	11540	60	0.31	348	svchost	win8
306	12	2088	7428	36	0.19	600	svchost	win8
295	15	2372	5384	29	0.61	636	svchost	win8
380	15	17368	19428	55	0.56	728	svchost	win8
1080	41	12740	25456	120	2.19	764	svchost	win8
347	19	3892	8812	93	0.03	788	svchost	win8
614	52	13820	18220	1129	2.28	924	svchost	win8
45	4	508	2320	13	0.02	1248	svchost	win8
211	18	9228	8408	1118	0.05	1296	svchost	win8
71	6	804	3540	28	0.00	1728	svchost	win8
2090	0	120	292	3	10.59	4	System	win8
217	11	3200	7080	33	1.23	496	services	loca...
50	3	304	980	5	0.13	248	smss	loca...
315	16	2880	8372	46	0.03	12	spoolsv	loca...
469	36	8856	11524	59	0.31	348	svchost	loca...
306	12	2088	7428	36	0.19	600	svchost	loca...
295	15	2372	5384	29	0.61	636	svchost	loca...
380	15	17368	19428	55	0.56	728	svchost	loca...
1080	41	12740	25456	120	2.19	764	svchost	loca...
347	19	3892	8812	93	0.03	788	svchost	loca...
607	49	13756	18132	1129	2.28	924	svchost	loca...
45	4	508	2320	13	0.02	1248	svchost	loca...
211	18	9228	8408	1118	0.05	1296	svchost	loca...
71	6	804	3540	28	0.00	1728	svchost	loca...
2089	0	120	292	3	10.59	4	System	loca...

The command is `Invoke-Command`. Its `-ScriptBlock` parameter accepts the commands (use semicolons to separate multiple commands) you want transmitted to the remote machines; the `-ComputerName` parameter specifies the machine names. Alternatively, for longer commands a script block object could be created:

```
$sb = {Get-Process -Name s*}
Invoke-Command -ComputerName localhost,win8 -ScriptBlock $sb
```

As with `Enter-PSSession`, you must specify the computer’s name as it appears in Active Directory or in your local Trusted Hosts list; you can’t use IP addresses or DNS CNAME aliases unless they’ve been added to your Trusted Hosts list.

Notice anything interesting about the output? It contains an extra column named `PSComputerName`, which contains the name of the computer each result row came from. This is a handy way to separate, sort, group, and otherwise organize your results. This property is always added to the incoming results by PowerShell; if you’d rather

not see the property in the output, add the `-HideComputerName` parameter to `Invoke-Command`. The property will still exist (and can be used for sorting and so forth), but it won't be displayed in the output by default.

As with `Enter-PSSession`, `Invoke-Command` will use the default PowerShell endpoint on the remote machine—which in the case of a 64-bit OS will be the 64-bit shell. We'll cover how to connect to a different endpoint later in this chapter.

By default, `Invoke-Command` will talk to only 32 computers at once. Doing so requires it to maintain a PowerShell instance in memory for each remote machine it's talking to; 32 is a number Microsoft came up with that seems to work well in a variety of situations. If you specify more than 32 computers, the extra ones will just queue up, and `Invoke-Command` will start working with them as the first 32 begin to complete. You can change the level of parallelism by using the command's `-ThrottleLimit` parameter, keeping in mind that higher numbers place a greater load on your computer but no extra load on the remote machines.

10.3.4 *Remoting caveats*

The data sent from a remote machine to your computer has to be packaged in a way that makes it easy to transmit over the network. Serialization and deserialization, which we've already mentioned, make it possible—but with some loss of functionality. For example, consider the type of object produced by `Get-Service`:

```
PS C:\> Get-Service | Get-Member

        TypeName: System.ServiceProcess.ServiceController

Name      MemberType Definition
----      -
Name      AliasProperty Name = ServiceName
RequiredServices AliasProperty RequiredServices = ServicesDepe...
Disposed  Event        System.EventHandler Disposed(Sy...
Close     Method       System.Void Close()
Continue  Method       System.Void Continue()
CreateObjRef Method       System.Runtime.Remoting.ObjRef ...
Dispose   Method       System.Void Dispose()
Equals    Method       bool Equals(System.Object obj)
ExecuteCommand Method       System.Void ExecuteCommand(int ...
GetHashCode Method       int GetHashCode()
GetLifetimeService Method       System.Object GetLifetimeService()
GetType   Method       type GetType()
InitializeLifetimeService Method       System.Object InitializeLifetim...
Pause     Method       System.Void Pause()
Refresh   Method       System.Void Refresh()
Start     Method       System.Void Start(), System.Voi...
Stop      Method       System.Void Stop()
WaitForStatus Method       System.Void WaitForStatus(Syste...
CanPauseAndContinue Property      bool CanPauseAndContinue {get;}
CanShutdown Property      bool CanShutdown {get;}
CanStop   Property      bool CanStop {get;}
Container Property      System.ComponentModel.IContaine...
DependentServices Property      System.ServiceProcess.ServiceCo...
```

DisplayName	Property	string DisplayName {get;set;}
MachineName	Property	string MachineName {get;set;}
ServiceHandle	Property	System.Runtime.InteropServices....
ServiceName	Property	string ServiceName {get;set;}
ServicesDependedOn	Property	System.ServiceProcess.ServiceCo...
ServiceType	Property	System.ServiceProcess.ServiceTy...
Site	Property	System.ComponentModel.ISite Sit...
Status	Property	System.ServiceProcess.ServiceCo...
ToString	ScriptMethod	System.Object ToString();

As you can see, these objects' members include several properties, which let you stop the service, pause it, and so on. Now consider that exact same kind of object retrieved, via Remoting, from a remote machine:

```
PS C:\> Invoke-Command -ComputerName win8 -ScriptBlock { Get-Service } |
>> Get-Member
>>
```

```
TypeName: Deserialized.System.ServiceProcess.ServiceController
```

Name	MemberType	Definition
----	-----	-----
ToString	Method	string ToString(), string ToString(str...
Name	NoteProperty	System.String Name=AeLookupSvc
PSComputerName	NoteProperty	System.String PSComputerName=win8
PSShowComputerName	NoteProperty	System.Boolean PSShowComputerName=True
RequiredServices	NoteProperty	Deserialized.System.ServiceProcess.Ser...
RunspaceId	NoteProperty	System.Guid RunspaceId=00e784f7-6c27-4...
CanPauseAndContinue	Property	System.Boolean {get;set;}
CanShutdown	Property	System.Boolean {get;set;}
CanStop	Property	System.Boolean {get;set;}
Container	Property	{get;set;}
DependentServices	Property	Deserialized.System.ServiceProcess.Ser...
DisplayName	Property	System.String {get;set;}
MachineName	Property	System.String {get;set;}
ServiceHandle	Property	System.String {get;set;}
ServiceName	Property	System.String {get;set;}
ServicesDependedOn	Property	Deserialized.System.ServiceProcess.Ser...
ServiceType	Property	System.String {get;set;}
Site	Property	{get;set;}
Status	Property	System.String {get;set;}

The methods (except for the universal ToString() method) are gone. That's because you're looking at a deserialized version of the object (it says so right in the TypeName at the top of the output), and the methods are stripped off. Essentially, you're getting a read-only, static version of the object.

This isn't necessarily a downside; serialization and the removal of methods doesn't occur until the remote commands finish executing and their output is being packaged for transmission. The objects are still "live" objects when they're on the remote computer, so you have to start them, stop them, pause them, or whatever on the remote machine. In other words, any "actions" you want to take must be part of the command you send to the remote machine for execution.

10.3.5 Remoting options

Both `Invoke-Command` and `Enter-PSSession` offer a few basic options for customizing their behavior.

ALTERNATE CREDENTIALS

By default, PowerShell delegates whatever credential you used to open the shell on your computer. That may not always be what you want, so you can specify an alternate username by using the `-Credential` parameter. You'll be prompted for the account's password, and that account will be used to connect to the remote machine (or machines) and run whatever commands you supply.

NOTE In chapter 17, on PowerShell security, we discuss the `-Credential` parameter in more detail and offer other ways in which it can be used.

ALTERNATE PORT NUMBER

PowerShell defaults to using port 5985 for Remoting; you can change that when you set up WinRM listeners. You can also change your computer to use a different port when it initiates connections, which makes sense if you've changed the port your servers are listening to.

You'll find the port being listened to (the port on which traffic will be accepted) by examining your WSMAN drive in PowerShell. Here's an example. (Note that your computer's listener ID will be different than the `Listener_1084132640` shown here, but you can find your ID by getting a directory listing of `WSMan:\localhost\Listener`.)

```
PS WSMAN:\localhost\Listener\Listener_1084132640> ls

WSManConfig:
Microsoft.WSMan.Management\WSMan::localhost\Listener\Listener_1084132640

Type          Name          SourceOfValue  Value
----          -
System.String Address        *
System.String Transport    HTTP
System.String Port          5985
System.String Hostname
System.String Enabled      true
System.String URLPrefix    wsman
System.String CertificateThumbprint
System.String ListeningOn_1638538265 10.211.55.6
System.String ListeningOn_1770022257 127.0.0.1
System.String ListeningOn_1414502903  ::1
System.String ListeningOn_766473143  2001:0:4...
System.String ListeningOn_86955851   fdb2:2c2...
System.String ListeningOn_1728280878 fe80::5e...
System.String ListeningOn_96092800   fe80::98...
System.String ListeningOn_2037253461 fe80::c7...
```

Keep in mind that to work with the WSMAN PSDrive, you must be in an elevated PowerShell session. To change the port (using port 1000 as an example), type this:

```
PS> Set-Item WSMAN:\localhost\listener*\port 1000
```

Now let's look at the client-side configuration, which tells your computer which port the server will be listening to:

```
PS WSMan:\localhost\Client\DefaultPorts> ls

WSManConfig:
Microsoft.WSMan.Management\WSMan::localhost\Client\DefaultPorts

Type           Name           SourceOfValue  Value
----           -
System.String  HTTP           -----
System.String  HTTPS          -----
```

If you've set all of your servers to port 1000 (for example), then it makes sense to also reconfigure your clients so that they use that port by default:

```
PS> Set-Item WSMan:\localhost\client\DefaultPorts\HTTP 1000
```

Alternately, both `Invoke-Command` and `Enter-PSSession` have a `-port` parameter, which can be used to specify a port other than the one listed in the `DefaultPorts` configuration. That's useful if you have to use an alternate port for just one or two servers in your environment and don't want to change the client's defaults.

TIP If you want to change default ports for your enterprise, we suggest you use Group Policy to push out these settings.

The default ports should only be changed if you have a good reason. If you do change the ports, make sure that your change is documented and applied across your enterprise (including firewalls) to avoid unnecessary troubleshooting efforts if Remoting connections fail.

USING SSL

If a server is configured with an HTTPS endpoint (which isn't the case after running `Enable-PSRemoting`; you have to set that up manually, which we'll get to later), then specify the `-UseSSL` parameter of `Invoke-Command` or `Enter-PSSession` to use the HTTPS port. That's port 5986 by default.

SENDING A SCRIPT INSTEAD OF A COMMAND

Our example of `Invoke-Command` showed how to send just one command, or even a few commands separated by semicolons. For example, to run a command that's located in a module, you first need to load the module:

```
PS C:\> Invoke-Command -ScriptBlock { Import-Module ActiveDirectory; Get-
  ➤ ADUser -filter * } -computername WINDC1
```

PowerShell v3 autoloads modules by default, though you won't see them using `Get-Module -ListAvailable` until you've used them. Forcing the module load is required for PowerShell v2 and does no harm in v3. In a mixed environment, it's essential. The module has to be available on the remote machine. `Invoke-Command` can also send an entire script file, if you prefer. The file path and name are provided to the `-FilePath` parameter, which you'd use in place of `-ScriptBlock`. PowerShell will read the contents

of the file from the local machine and transmit them over the network—the remote machines don't need direct access to the file itself.

10.4 PSSessions

So far, your use of Remoting has been ad hoc. You've allowed PowerShell to create the connection, it's run your commands, and then it closes the connection. Without realizing it, you've been creating a temporary *PowerShell session*, or *PSSession*. A *PSSession* represents the connection between your computer and a remote one. Some overhead is involved in setting up a connection and then closing it down, and if you plan to connect to the same computer several times within a period of time, you may want to create a persistent connection to avoid that overhead.

Persistent connections have another advantage: They represent a running copy of PowerShell on a remote machine. Using the ad hoc Remoting that we've shown you so far, every single command you send runs in a new, fresh copy of the shell. With a persistent connection, you could continue to send commands to the same copy of PowerShell, and the results of those commands—such as importing modules—would remain in effect until you closed the connection.

10.4.1 Creating a persistent session

The `New-PSSession` command sets up one or more new sessions. You might want to assign these session objects to a variable so that you can easily refer to them in the future:

```
PS C:\> $win8 = New-PSSession -ComputerName win8
PS C:\> $domaincontrollers = New-PSSession -ComputerName win8,windc1
```

Here, you've created a variable, `$win8`, that contains a single session object, and a variable, `$domaincontrollers`, that contains two session objects.

NOTE `New-PSSession` offers the same options for using alternate credentials, using SSL, and using port numbers as `Enter-PSSession` and `Invoke-Command`.

10.4.2 Using a session

Both `Invoke-Command` and `Enter-PSSession` can use an already-open session object. Provide the object (or objects) to the commands' `-Session` parameter, instead of using the `-ComputerName` parameter. For example, to initiate a 1-to-1 connection to a computer, use this:

```
PS C:\> Enter-PSSession -Session $win8
[win8]: PS C:\Users\Administrator\Documents>
```

Be careful to pass only a single session to `Enter-PSSession`; if you give it multiple objects, the command can't function properly. `Invoke-Command`, though, can accept multiple sessions:

```
PS C:\> Invoke-Command -Session $domaincontrollers -ScriptBlock { get-event
log -LogName security -Newest 50 }
```

As we mentioned, it's a lot easier to work with sessions if you keep them in a variable. That isn't mandatory, though, because you can use `Get-PSSession` to retrieve sessions. For example, if you have an open session to a computer named `WINDC1`, you can retrieve the session and connect to it like this:

```
PS C:\> Enter-PSSession -Session (Get-PSSession -computername WINDC1)
```

The parenthetical `Get-PSSession` runs first, returning its session object to the `-Session` parameter of `Enter-PSSession`. If you have multiple sessions open to the same computer the command will fail.

10.4.3 Managing sessions

Session objects will remain open and available for quite some time by default; you can configure a shorter idle timeout if you want. You can display a list of all sessions, and their status, by running `Get-PSSession` with no parameters:

```
PS C:\> Get-PSSession
```

Id	Name	ComputerName	State	ConfigurationName	Availability
6	Session6	win8	Opened	Microsoft.PowerShell	ble
7	Session7	win8	Opened	Microsoft.PowerShell	ble

Note that the output includes both the state (`Opened`, in this case) and availability (`Available`, although our output here is a bit truncated). You can also see the name of the endpoint that the session is connected to—`Microsoft.PowerShell` in both instances in this example. One reason you might maintain multiple connections to a single remote machine is to connect to different endpoints—perhaps, for example, you might want a connection to both a 64-bit and a 32-bit PowerShell session.

When you've finished with a session, you can close it to free up resources. For example, to close all open sessions, use this:

```
PS C:\> Get-PSSession | Remove-PSSession
```

`Get-PSSession` is quite flexible. It provides parameters that let you retrieve just a subset of available sessions without having to get them all and then filter them through `Where-Object`:

- `-ComputerName` retrieves all sessions for the specified computer name.
- `-ApplicationName` retrieves all sessions for the specified application.
- `-ConfigurationName` retrieves all sessions connected to the specified endpoint, such as `Microsoft.PowerShell`.

10.4.4 Disconnecting and reconnecting sessions

PowerShell v3 introduced the ability to disconnect a session and then later reconnect it. A disconnected session is still running on the remote machine, meaning you can

potentially start a long-running process, disconnect, and then reconnect later to check your results. You can even receive the results from a disconnected session without having to reconnect.

Note that the disconnection isn't necessarily automatic. If you just close your shell window, or if your computer crashes, PowerShell won't automatically put the remote session into disconnected state. Instead, it'll shut the session down. Disconnecting is something you have to explicitly do, although PowerShell *can* automatically put a session into a disconnected state after a long timeout period. The neat thing is that you can start a session from one computer, disconnect it, and then reconnect to that session from another computer. For example, to start a session and then disconnect it, use this:

```
PS C:\> New-PSSession -ComputerName win8
```

Id	Name	ComputerName	State	ConfigurationName	Availability
16	Session16	win8	Opened	Microsoft.PowerShell	ble

```
PS C:\> Get-PSSession -ComputerName win8 | Disconnect-PSSession
```

Id	Name	ComputerName	State	ConfigurationName	Availability
16	Session16	win8	Disconnected	Microsoft.PowerShell	one

Now you can shut down your shell window, move to an entirely different computer, and reconnect the session from there. To do so, run `Connect-PSSession` and specify the computer name on which the session is running (you can also specify an application name and configuration name using the appropriate parameters):

```
PS C:\> Connect-PSSession -ComputerName win8
```

Id	Name	ComputerName	State	ConfigurationName	Availability
16	Session16	win8	Opened	Microsoft.PowerShell	ble

Here's an important thing to note: You can reconnect to someone else's session. For example, it's possible for Bob to "grab" a session that was originally opened by, and disconnected by, Jane. You need to be an administrator to seize someone else's session.

`Invoke-Command` can be used in its ad hoc mode—when you specify a computer name rather than a session—and told to create a disconnected session. The command will start up a session, send the command you specify, and then leave the session disconnected and still running that command. You can reconnect later or receive the results from the session. Here's an example:

```
PS C:\> Invoke-Command -ComputerName win8 -ScriptBlock { get-eventlog
➤ -LogName security -Newest 1000 } -Disconnected
```

Id	Name	ComputerName	State	ConfigurationName	Availa- bility
13	Session12	win8	Disconnected	http://schemas.mi...	one

```
PS C:\> Receive-PSSession -Session (Get-PSSession -ComputerName win8)
```

Index	Time	EntryType	Source	InstanceID	Message
299	Mar 14 16:24	SuccessA...	Microsoft-Windows...	4616	Th wi
298	Mar 14 15:23	SuccessA...	Microsoft-Windows...	4616	Th wi
297	Mar 14 14:22	SuccessA...	Microsoft-Windows...	4616	Th wi
296	Mar 14 13:21	SuccessA...	Microsoft-Windows...	4616	Th wi

Here, you can see that we invoked the command and asked it to create a disconnected session. Normally, when you specify a computer name, the session will start, run the command, and then send you the results and close. In this case, you anticipate the command taking a few moments to complete, so you leave the session running and disconnected. Receive-PSSession is used to retrieve the results. The session is still running and disconnected, but if you want to run further commands in it, you can easily reconnect it to do so:

```
PS C:\> Get-PSSession -ComputerName win8 | Connect-PSSession
```

Id	Name	ComputerName	State	ConfigurationName	Availa- bility
13	Session12	win8	Opened	http://schemas.mi...	ble

```
PS C:\> invoke-command -ScriptBlock { get-service } -Session (Get-PSSession
-ComputerName win8)
```

Status	Name	DisplayName	PSCompu- terName
Stopped	AeLookupSvc	Application Experience	win8
Stopped	ALG	Application Layer Gateway Service	win8
Stopped	AllUserInstallA...	Windows All-User Install Agent	win8
Stopped	AppIDSvc	Application Identity	win8
Stopped	Appinfo	Application Information	win8
Stopped	AppMgmt	Application Management	win8

10.5 *Advanced session techniques*

There's a lot more you can do with sessions. Keep in mind that Remoting always involves a session—even if it's one that's created, used, and closed automatically. Therefore, most of the options we'll discuss in the next two sections apply both to the `-PSSession` cmdlets as well as `Invoke-Command`, because all of them involve the use of Remoting sessions.

10.5.1 *Session parameters*

Several common parameters are used by the Remoting cmdlets:

- `-Authentication` specifies an authentication mechanism. Kerberos is the default; you can also specify Basic, CredSSP, Digest, Negotiate, and Negotiate-WithImplicitCredential. CredSSP is a common alternative that offers a solution to the “second hop” problem, which we'll discuss later. Note that the protocol you specify must be enabled in WinRM before it can be used, and only Kerberos is enabled by default. You can see the authentication protocols configured on the client by using this:

```
ls wsman:\localhost\client\auth
```

The remote authentication configuration can be viewed like this:

```
Connect-WSMan -ComputerName server02
ls wsman:server02\service\auth
```

`-SessionOption` specifies a Session Options object, which wraps up a number of advanced configuration settings. We'll discuss those next.

- `-AllowRedirection` allows your Remoting session to be redirected from the computer you originally specified and handled by another remote machine instead. It's unusual to use this on an internal network, but it's common when you're connecting to a cloud infrastructure. Microsoft Office 365 is an excellent example: You'll often connect PowerShell to a generic computer name and then be redirected to the specific server that handles your organization's data.
- `-ApplicationName` connects a session to the specified application name, such as `http://localhost:5985/WSMAN`. The application name is always a URI starting with `http://` or `https://`.
- `-ConfigurationName` connects a session to the specified configuration or endpoint. This can either be a name, like `Microsoft.PowerShell`, or a full URI, such as `http://schemas.microsoft.com/powershell`.
- `-ConnectionURI` specifies the connection endpoint—this is more or less an alternate way of specifying a computer name, port number, and application name in one easy step. These look something like `http://SERVER2:5985/PowerShell`, including the transport (`http` or `https`), the computer name, the port, and the application name.

When creating a new session with either `Invoke-Command` or `New-PSSession`, you can specify a friendly name for the session. Just use `-SessionName` with `Invoke-Command`, or use `-Name` with `New-PSSession`. Once you've done so, it's a bit easier to retrieve the session again: Just use `Get-PSSession` and the `-Name` parameter to specify the friendly name of the desired session.

10.5.2 Session options

On most of the Remoting-related commands you'll notice a `-SessionOption` parameter, which accepts a Session Options object. This object consolidates a number of advanced parameters that can be used to set up a new session. Typically, you'll create the options object using `New-PSSessionOption`, export the session to an XML file (or store it in a variable), and then reimport it (or specify the variable) to utilize the options. `New-PSSessionOption` supports a number of parameters, and you can read all about them in its help file.

For example, suppose you occasionally want to open a new session with no compression or encryption. Here's how you could create a reusable options object and then use it to open a new session:

```
PS C:\> New-PSSessionOption -NoCompression -NoEncryption |  
➤ Export-Clixml NoCompNoEncOption.xml  
PS C:\> New-PSSession -ComputerName win8  
➤ -SessionOption (Import-Clixml .\NoCompNoEncOption.xml)
```

NOTE This particular set of session options won't work by default, because the default client profile doesn't permit unencrypted traffic. We modified our test computer to permit unencrypted traffic to help ease troubleshooting and experimentation in our lab.

`New-PSSessionOption` has a whole slew of parameters; none of them are mandatory. Specify the ones you want, and omit the ones you don't care about, when creating a new session options object.

10.6 Creating a custom endpoint

The `New-PSSessionConfigurationFile` cmdlet makes it easy to set up new endpoints. You're not technically creating anything related to a `PSSession`, despite what the cmdlet name implies; you're creating a new Remoting configuration, also known as an *endpoint*, that will run Windows PowerShell. The command uses a number of parameters, most of which are optional. We'll let you read the command's help for full details and stick with the most important parameters. The first, `-Path`, is mandatory and specifies the path and filename of the session configuration file that you want to create. You must give the file the ".pssc" filename extension.

Everything else is optional. Some of the parameters, such as `-AliasDefinitions`, accept a hash table (we cover those in chapter 16). This parameter, for example, defines a set of aliases that'll be available to anyone who connects to this new endpoint. You'd

specify something like `-AliasDefinitions @{Name='hlp';definition='Get-Help';options='ReadOnly'}` to define an alias named `hlp` that runs the `Get-Help` cmdlet and that isn't modifiable by anyone using the endpoint (`ReadOnly`).

Here's an example:

```
PS C:\> New-PSSessionConfigurationFile -Path Restricted.pssc
➤ -LanguageMode Restricted -VisibleProviders FileSystem
➤ -ExecutionPolicy Restricted -PowerShellVersion 3.0
```

This code creates a new configuration file that specifies:

- The endpoint will be in `Restricted Language mode`. Users will be able to run cmdlets and functions, but they may not create script blocks or variables and may not use other scripting language features. Only basic comparison operators will be available (all of this is documented in the command's help for the `-LanguageMode` parameter).
- The endpoint will be `PowerShell 3.0`.
- Only the `FileSystem` PSProvider will be available; other forms of storage won't be connected as drives.
- Script execution won't be permitted, meaning that only cmdlets will be available to run.

Next, you ask the shell to use that configuration file to create the new endpoint, registering it with `WinRM`:

```
PS C:\> Register-PSSessionConfiguration -Path .\Restricted.pssc -force
➤ -Name MyEndpoint
```

```
WSManConfig: Microsoft.WSMan.Management\WSMan::localhost\Plugin
```

Type	Keys	Name
----	----	----
Container	{Name=MyEndpoint}	MyEndpoint

You define the name `MyEndpoint` for this new endpoint, so to create a session that connects to it, you go to another computer and use `New-PSSession`:

```
PS C:\> $sess = New-PSSession -ComputerName win8
➤ -ConfigurationName MyEndpoInt
```

Now you can use that session object with `Enter-PSSession` or `Invoke-Command`, as we've shown you earlier in this chapter.

There are other commands used for unregistering a configuration, disabling and enabling them (while leaving them registered), and so forth:

```
PS C:\> Get-Command -Noun pssessionconfiguration*
```

Capability	Name
-----	----
Cmdlet	Disable-PSSessionConfiguration
Cmdlet	Enable-PSSessionConfiguration
Cmdlet	Get-PSSessionConfiguration

Cmdlet	New-PSSessionConfigurationFile
Cmdlet	Register-PSSessionConfiguration
Cmdlet	Set-PSSessionConfiguration
Cmdlet	Test-PSSessionConfigurationFile
Cmdlet	Unregister-PSSessionConfiguration

10.6.1 Custom endpoints for delegated administration

One of the coolest things you can do with a custom endpoint is called *delegated administration*. You set up the endpoint so that it runs all commands under a predefined user account's authority, rather than using the permissions of the user who connected to the endpoint.

To start, you create a custom endpoint, just as we showed you earlier. When creating the new session configuration file, you restrict the endpoint. So, when you're running `New-PSSessionConfigurationFile`, you'll generally do something like this:

- Use `-ExecutionPolicy` to define a Restricted execution policy if you don't want people running scripts in the endpoint.
- Use `-ModulesToImport` to specify one or more modules to load into the session.
- Use `-FunctionDefinitions` to define custom functions that will appear within the session.
- Potentially use `-LanguageMode` to turn off PowerShell's scripting language; this is useful if you want people to run only a limited set of commands.
- Use `-SessionType` to set the session type to `RestrictedRemoteServer`. This turns off most of the core PowerShell commands, including the ability to import any modules or extensions that aren't part of the session configuration file.
- Use `-VisibleCmdlets` to specify which commands you want visible within the session. You have to make sure their module is imported, but this lets you expose less than 100 percent of the commands in a module. Use `-VisibleFunctions` to do the same thing for imported functions, and use `-VisibleProviders` to make specific `PSProviders` available.

Register the new session using `Register-PSSessionConfiguration`. When you do so, use the `-RunAsCredential` parameter to specify the username that all commands within the session will run as. You'll be prompted for the password. You might also want to consider these parameters:

- `-AccessMode` lets you specify that the endpoint can only be used by local users ("Local") or by local and remote ("Remote").
- `-SecurityDescriptorSddl` lets you specify, in the Security Descriptor Definition Language (SDDL), who can use the endpoint. Users must have, at a minimum, "Execute(Invoke)" in order to be able to use the session. We find SDDL to be complex, so you could specify the `-ShowSecurityDescriptorUI` parameter, which lets you set the endpoint permissions in a GUI dialog box. See, GUIs are still useful for some things!

In the end, you've created an endpoint that (a) only certain people can connect to, and that (b) will run commands under an entirely different set of credentials. Delegated administration! The people using the endpoint don't need permission to run the commands you've allowed within it!

10.7 *Connecting to nondefault endpoints*

To connect to an endpoint other than the default PowerShell endpoint, you need to know the endpoint name, also called its configuration name. You can run `Get-PSSessionConfiguration` to see all of the endpoints configured on the local machine:

```
PS C:\> Get-PSSessionConfiguration

Name           : microsoft.powershell
PSVersion      : 3.0
StartupScript  :
RunAsUser      :
Permission     : BUILTIN\Administrators AccessAllowed

Name           : microsoft.powershell.workflow
PSVersion      : 3.0
StartupScript  :
RunAsUser      :
Permission     : BUILTIN\Administrators AccessAllowed

Name           : microsoft.powershell132
PSVersion      : 3.0
StartupScript  :
RunAsUser      :
Permission     : BUILTIN\Administrators AccessAllowed

Name           : microsoft.windows.servermanagerworkflows
PSVersion      : 3.0
StartupScript  :
RunAsUser      :
Permission     : NT AUTHORITY\Authenticated Users AccessAllowed,
                BUILTIN\Administrators AccessAllowed
```

This output shows you the configuration name, which you provide to the `New-PSSession -ConfigurationName` parameter when creating a new session:

```
PS C:\> New-PSSession -ComputerName win8
➤ -ConfigurationName 'microsoft.powershell132'

Id Name           ComputerName  State      ConfigurationName  Availa
-- ----           -
19 Session19    win8         Opened     microsoft.powersh... ble
```

You'll also find a `-ConfigurationName` parameter on `Invoke-Command` and `Enter-PSSession`, which enables those cmdlets to connect to an alternate endpoint without creating a persistent session object first.

Get-PSSessionConfiguration only works on the local machine. If you need to discover the endpoints on a remote machine you can do one of two things. Your first option is to create a session to the remote machine and use Get-PSSessionConfiguration:

```
PS C:\> Enter-PSSession -ComputerName dc02
[dc02]: PS C:\Users\Richard\Documents> Get-PSSessionConfiguration
```

Alternatively, you could use Connect-WSMan like this:

```
PS C:\> Connect-WSMan -ComputerName w12standard
PS C:\> dir wsman:\w12standard\plugin
```

Both methods work and give the required results as long as Remoting is enabled on the remote system.

10.8 Enabling the “second hop”

We’ve mentioned this “second hop” thing a number of times. It’s essentially a built-in, default limitation on how far your credentials can be delegated. Here’s the scenario:

- You’re using a computer named CLIENT. You open PowerShell, making sure that the shell is run as Administrator. You can run whatever commands you like.
- You use Enter-PSSession to remote to a machine named SERVER1. Your credentials are delegated via Kerberos, and you can run whatever commands you like.
- While still remoted into SERVER1, you use Invoke-Command to send a command, via Remoting, to SERVER2. Your credentials can’t delegate across this “second hop,” and so the command fails.

There are two workarounds to solve this problem. The first is easy: Specify a -Credential parameter any time you’re launching a new Remoting connection across the second and subsequent hops. In our example scenario, while running Invoke-Command on SERVER1 to connect to SERVER2, provide an explicit credential. That way, your credential doesn’t need to be delegated, and you avoid the problem.

NOTE If you’re a domain administrator and the local machine (CLIENT in this example) is a domain controller, some elements of the delegation to enable “second hop” processing are available by default. We don’t recommend using domain controllers as administration workstations!

The second technique requires that you enable, and then use, the CredSSP authentication protocol on all machines involved in the chain of Remoting, starting with your computer (CLIENT in our example scenario) and including every machine that you’ll remote to. Enabling CredSSP is most easily done through Group Policy, where you can configure it for entire groups of computers at once. You can, though, enable it on a per-machine basis using the WSMAN: drive in PowerShell:

```
PS WSMAN:\localhost\Service\Auth> ls
    WSMANConfig: Microsoft.WSMan.Management\WSMan::localhost\Service\Auth
Type           Name                               SourceOfValue  Value
----           -
System.String  Basic                              -----
false
```

```

System.String Kerberos true
System.String Negotiate true
System.String Certificate false
System.String CredSSP false
System.String CbtHardeningLevel Relaxed

PS WSMAN:\localhost\Service\Auth> set-item ./credssp $true
PS WSMAN:\localhost\Service\Auth> ls

    WSMANConfig: Microsoft.WSMan.Management\WSMan::localhost\Service\Auth

Type          Name                               SourceOfValue  Value
----          -
System.String Basic                               false
System.String Kerberos                  true
System.String Negotiate                 true
System.String Certificate                false
System.String CredSSP                   true
System.String CbtHardeningLevel         Relaxed

```

Here, we've shown the protocol before and after enabling it in `WSMAN:\localhost\Service\Auth`. Once it's enabled, specify `-Authentication CredSSP` when using `Invoke-Command`, `Enter-PSSession`, or `New-PSSession` to use the protocol. An alternative, and possibly simpler, technique is to use the `Enable-WSManCredSSP` cmdlet on the relevant machines.

10.9 Setting up WinRM listeners

`Enable-PSRemoting` creates a single WinRM listener that listens on all enabled IP addresses on the system. You can discover the existing listeners by using this:

```

PS C:\> Get-WSManInstance winrm/config/Listener -Enumerate

cfg          : http://schemas.microsoft.com/wbem/wsman/1/config/
              listener
xsi          : http://www.w3.org/2001/XMLSchema-instance
lang        : en-US
Address     : *
Transport   : HTTP
Port        : 5985
Hostname    :
Enabled     : true
URLPrefix   : wsman
CertificateThumbprint :
ListeningOn : {10.10.54.165, 127.0.0.1, 192.168.2.165, ::1...}

```

And the IP addresses that are being listened on are discovered like this:

```

Get-WSManInstance winrm/config/Listener -Enumerate |
select -ExpandProperty ListeningOn

```

Alternatively, you can use the WSMAN provider:

```

PS C:\> ls wsman:\localhost\listener

    WSMANConfig: Microsoft.WSMan.Management\WSMan::localhost\Listener

Type          Keys                               Name
----          -
Container     {Address=*, Transport=HTTP}        Listener_809701527

```

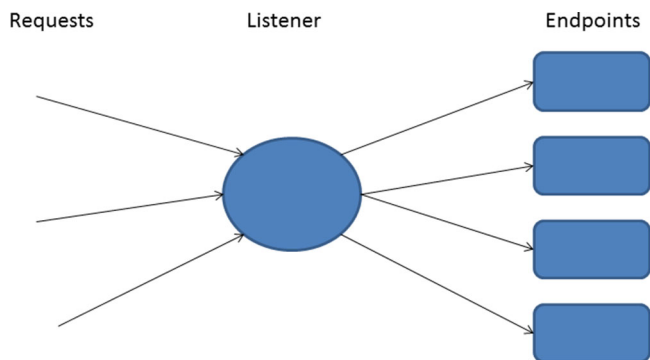


Figure 10.1 A single listener servicing multiple endpoints

Keep in mind that a single WinRM listener can service any number of endpoints and applications, as shown in figure 10.1; you only need to set up a new listener if the default one (which uses HTTP on port 5985) isn't what you want to use. It's easier to change the default listener to use different settings if you don't want to use its default settings at all. But if you want both that listener and an alternate one, then you need to create that alternate one.

Why might you want to create a new listener? The most probable answers are that you want to restrict the IP addresses, or ports, that are used for listening or you want to create a listener for secured traffic using HTTPS rather than HTTP. A combination of these conditions would allow only connections over HTTPS to a specific IP address and port. That approach is useful in an environment requiring secure transport and access—for example, to a server in the DMZ where you need to be able to connect over the management network but not from the internet-facing address.

A new listener can be created using the `New-WSManInstance` cmdlet:

```
PS C:\> New-WSManInstance winrm/config/Listener
➤ -SelectorSet @{Transport='HTTP'; Address="IP:10.10.54.165"}
➤ -ValueSet   @{{Port=8888}}
```

The address, port, and transport protocol are specified, but notice that they're in two separate groups. That's because `New-WSManInstance` uses `-SelectorSet` to identify the individual instance (see the `Keys` column in the following code) and `-ValueSet` to define property values. You can see the new listener like this:

```
PS C:\> ls wsman:\localhost\listener | Format-Table -AutoSize
WSManConfig: Microsoft.WSMan.Management\WSMan::localhost\Listener

Type      Keys
----      -
Container {Address=*, Transport=HTTP}      Listener_809701527
Container {Address=IP:10.10.54.165, Transport=HTTP} Listener_886604375
```

Adding a listener for HTTPS is similar

```
New-WSManInstance winrm/config/Listener
➤ -SelectorSet @{Transport='HTTPS'; Address="IP:10.10.54.165"}
➤ -ValueSet   @{{Hostname="<servername>"; CertificateThumbprint="XXXXXXXXX"}}
```

where the `Hostname` matches the server name in your SSL certificate.

You can remove a listener using `Remove-WSManInstance`:

```
PS C:\> Get-WSManInstance winrm/config/Listener
➤ -SelectorSet @{Transport='HTTP'; Address="IP:10.10.54.165"} |
Remove-WSManInstance
```

Or use

```
Remove-WSManInstance winrm/config/Listener
➤ -SelectorSet @{Transport='HTTP'; Address="IP:10.10.54.165"}
```

You remove the default listener like this:

```
Remove-WSManInstance winrm/config/Listener
➤ -SelectorSet @{Transport="HTTP"; Address="*"}
```

We recommend restarting the WinRM service after you modify the listeners.

10.10 *Other configuration scenarios*

So far in this chapter, we've tried to focus on the easy and common Remoting configuration scenarios, but we know there are other scenarios you'll have to confront. In the next few sections, we'll cover some of these "outside the lines" cases. There are certainly others, and you'll find most of those documented in PowerShell's `about_remote_troubleshooting` help file, which we heartily recommend that you become familiar with. That file also explains how to configure many of the Remoting configuration settings, set up firewall exceptions, and perform other tasks via Group Policy—which is a lot easier than configuring individual machines one at a time.

10.10.1 *Cross-domain Remoting*

Remoting doesn't work across Active Directory domains by default. If your computer is in `DOMAINA`, and you need to remote into a machine that belongs to `DOMAINB`, you'll have to do a bit of work first. You'll still need to ensure that your user account has permissions to do whatever it is you're attempting in `DOMAINB`—the configuration setting we're showing you only enables the Remoting connectivity. This is a Registry setting, so be careful when making this change:

```
PS C:\> New-ItemProperty -Name LocalAccountTokenFilterPolicy -Path
➤ HKLM:\SOFTWARE\Microsoft\Windows\CurrentVersion\Policies\System
➤ -PropertyType DWord -Value 1
```

This code will enable all members of a machine's Administrators group, regardless of the domain they're in, to use Remoting on the machine. So, in our example, you'd make this change on the machine in `DOMAINB`—the destination machine of the Remoting connection.

10.10.2 Quotas

The great thing about Remoting is that it exists and solves a number of administration problems. The bad thing (and there's always one of those) is that too much Remoting can damage your system health. Imagine the scenario where you've implemented a server to support a new business-critical application. The application is being rolled out across the enterprise and the number of users is growing rapidly. At a certain loading you realize that the application is breaking down and consuming more resources than it should. You need to restrict the amount of resources devoted to PowerShell Remoting. How? You set quotas.

If you look in the WSMAN provider, you'll see a number of possible quota sessions:

```
PS C:\> ls wsman:\localhost | select Name, Value

Name                                     Value
----                                     -
MaxEnvelopeSizekb                       500
MaxTimeoutms                             60000
MaxBatchItems                             32000
MaxProviderRequests                       4294967295

PS C:\> ls wsman:\localhost\service | select Name, value

Name                                     Value
----                                     -
MaxConcurrentOperations                  4294967295
MaxConcurrentOperationsPerUser           1500
EnumerationTimeoutms                     240000
MaxConnections                             300
MaxPacketRetrievalTimeSeconds             120
```

We haven't come across a situation where the defaults needed to be changed, but just in case you should ever need to make a change, this is how you do it:

```
Set-Item wsman:\localhost\MaxEnvelopeSizeKB -value 200
```

This code sets a global value for the size of the envelope (message) to 200 KB. Quotas can be set on individual session configurations:

```
Set-PSSessionConfiguration -name microsoft.powershell
➤ -MaximumReceivedObjectSizeMB 11 -Force
```

This increases the maximum object size for the microsoft.powershell endpoint. Other quota values can be found in a number of areas of the listener and endpoint configurations:

```
ls wsman:\localhost\plugin\microsoft.powershell\quotas
ls wsman:\localhost\plugin\microsoft.powershell\InitializationParameters
```


10.10.3 Configuring on a remote machine

You may run into instances where you need to modify the WinRM configuration on a remote computer. WinRM needs to be up and running on that system, and you can use the `Connect-WSMan` cmdlet to create the connection:

```
PS WSMan:\> Connect-WSMan -ComputerName win8
PS WSMan:\> ls

    WSMANConfig:

ComputerName                                     Type
-----
localhost                                       Container
win8                                           Container
```

As you can see here, the new computer shows up alongside localhost in your WSMAN: drive, enabling you to access the machine's WinRM configuration. You might also want to use the `Test-WSMan` cmdlet to verify everything:

```
PS C:\> Test-WSMan -comp quark -Authentication default

wsmid           : http://schemas.dmtf.org/wbem/wsman/identity/1/
                  wsmanidentity.xsd
ProtocolVersion : http://schemas.dmtf.org/wbem/wsman/1/wsman.xsd
ProductVendor   : Microsoft Corporation
ProductVersion  : OS: 6.2.8250 SP: 0.0 Stack: 3.0
```

In addition to validating that Remoting is working, you can see the WinRM stack version (the OS and SP values will only be visible if the `-Authentication default` parameter is used). In this example, Quark is running PowerShell 3.0. For the most part you shouldn't run into any issues remoting from a PowerShell 3.0 machine to one running PowerShell 2.0, but this is a handy tool for double-checking version information. You'll need this when we discuss CIM sessions in chapter 39.

10.10.4 Key WinRM configuration settings

All of these settings are located in your WSMAN: drive; we'll cover the ones of most common interest but you can explore the drive to discover others. Many of these can also be configured via Group Policy—look for the “Windows Remote Management” section of the Group Policy object, under the Computer Configuration container.

- `\Shell\IdleTimeout`—The number of milliseconds a Remoting session can sit idle before being disconnected
- `\Shell\MaxConcurrentUsers`—The maximum number of Remoting sessions any number of users can have to a machine
- `\Shell\MaxShellRunTime`—The maximum time any Remoting session can be open, in milliseconds
- `\Shell\MaxProcessesPerShell`—The maximum number of processes any Remoting session can run
- `\Shell\MaxMemoryPerShellMB`—The maximum amount of memory any Remoting session can utilize

- `\Shell\MaxShellsPerUser`—The maximum number of Remoting sessions any one user can open to the machine

To change one of these settings manually, use the `Set-Item` cmdlet:

```
PS C:\> Set-Item WSMAN:\localhost\Shell\IdleTimeout -Value 3600000
```

WARNING The updated configuration might affect the operation of the plug-ins having a per-plug-in quota value greater than 3600000. Verify the configuration of all the registered plug-ins and change the per-plug-in quota values for the affected plug-ins.

Some WSMAN settings can be configured at a global and individual plug-in level (a plug-in is another way of looking at a session configuration). This is especially true when the plug-in needs to use the capability of the shell. If you run this code

```
Get-Item -Path wsman:\localhost\shell\IdleTimeout
Get-ChildItem wsman:\localhost\plugin |
foreach {
  Get-Item "wsman:\localhost\plugin\$($_.Name)\quotas\IdleTimeoutms"
}
```

you'll get back something like this:

```
WSManConfig: Microsoft.WSMan.Management\WSMan::localhost\Shell
Type          Name                      SourceOfValue  Value
----          -
System.String IdleTimeout              -----
7200000

WSManConfig:
Microsoft.WSMan.Management\WSMan::localhost\Plugin\microsoft.powershell\Quotas
Type          Name                      SourceOfValue  Value
----          -
System.String IdleTimeoutms          -----
7200000

WSManConfig: Microsoft.WSMan.Management\WSMan::localhost\Plugin\microsoft
.powershell.workflow\Quotas
Type          Name                      SourceOfValue  Value
----          -
System.String IdleTimeoutms          -----
7200000
```

As the error message on the `Set-Item` call explains, if you change the timeout setting at the shell level it will conflict with the setting at the plug-in level. The plug-in needs to be modified to match the shell. As with quotas, the default settings work very well and we don't know any reason for changing them in normal operating conditions.

10.10.5 Adding a machine to your Trusted Hosts list

Remoting doesn't like to connect to machines that it doesn't trust. You might think you're connecting to a remote machine named `SERVER1`, but if an attacker could somehow spoof DNS or perform some other trickery, they could hijack your session and have you connect to the attacker's machine instead. They could then capture all

manner of useful information from you. Remoting's concept of trust prevents that from happening. By default, Remoting trusts only machines that are in the same Active Directory domain as your computer, enabling it to use Kerberos authentication to confirm the identity of the remote machine. That's why, by default, you can't remote to a machine using an IP address or hostname alias: Remoting can't use those to look up the machine's identity in Active Directory.

You can modify this behavior by manually adding machine names, IP addresses, and other identifiers to a persistent, static Trusted Hosts list that's maintained by WinRM. WinRM—and thus Remoting—will always trust machines on that list, although it doesn't actually authenticate them. You're opening yourself up to potential hijacking attempts—although it's rare for those to occur on an internal network.

You modify the list by using the WSMAN: drive, as shown here:

```
PS WSMAN:\localhost\Client> ls

    WSMANConfig: Microsoft.WSMAN.Management\WSMAN::localhost\Client

Type          Name                               SourceOfValue  Value
----          -
System.String NetworkDelays                       5000
System.String URLPrefix                          wsman
System.String AllowUnencrypted        false
Container     Auth
Container     DefaultPorts
System.String TrustedHosts

PS WSMAN:\localhost\Client> Set-Item .\TrustedHosts *

WinRM Security Configuration.
This command modifies the TrustedHosts list for the WinRM client. The
computers in the TrustedHosts list might not be authenticated. The client
might send credential information to these computers. Are you sure that
you want to modify this list?
[Y] Yes [N] No [S] Suspend [?] Help (default is "Y"): y
PS WSMAN:\localhost\Client>
```

We've added * to TrustedHosts, essentially meaning we'll be able to use Remoting with any computer. We don't necessarily recommend that as a best practice, but it's useful in a lab environment where you just want stuff to work. In a production environment, we generally prefer to see a managed list of trusted hosts rather than the * wildcard. For example, *.company.pri would trust all hosts in the company.pri domain. Read the about_remote_troubleshooting PowerShell help file for a lot more detail and examples.

10.10.6 Using Group Policy to configure Remoting

This is a reminder that in a production environment the best way to configure Remoting is to use Group Policy. Full details on configuring Remoting via Group Policy can be found in the help file about_remote_troubleshooting.

We strongly recommend that you fully understand the settings by configuring manually in a lab before applying a Group Policy to your enterprise.

10.11 Implicit Remoting

Implicit Remoting is an incredibly cool trick and one that you'll get more and more use out of in the future. The basic idea is this: Rather than installing every possible PowerShell module on your computer, you leave the modules installed out on servers. You can then “import” the modules into your current PowerShell session, making it look like the commands in the modules all live locally. In reality, your computer will contain “shortcuts” to the commands, and the commands will execute out on the servers you got them from. The results—and even the commands' help—will be brought to your computer via Remoting.

Here's an example, where you'll import the ServerManager module from a remote server:

```
PS C:\> $sess = New-PSSession -ComputerName win8
PS C:\> Invoke-Command -Session $sess -ScriptBlock { Import-Module
➤ servermanager }
PS C:\> Import-PSSession -Session $sess -Module ServerManager -Prefix RemSess

ModuleType Name                               ExportedCommands
-----
Script      tmp_1hn0kr5w.keb                             {Get-WindowsFeature, Ins...
```

Here's what you did:

- 1 You opened a session to the remote machine, saving the session object in a variable for easy use later.
- 2 You invoked a command against that session, asking it to load the desired module into memory.
- 3 You imported that session, grabbing only the commands in the ServerManager module. To make these commands easy to distinguish, you added the prefix “RemSess” to the noun of all imported commands. The prefix is optional but is recommended especially if you are importing to a Windows 8 or Windows Server 2012 system with the greatly increased number of cmdlets.

You can quickly check to see which commands you brought over:

```
PS> Get-Command -Noun RemSess*

CommandType Name
-----
Alias        Add-RemSessWindowsFeature
Alias        Remove-RemSessWindowsFeature
Function     Disable-RemSessServerManagerStandardUserRemoting
Function     Enable-RemSessServerManagerStandardUserRemoting
Function     Get-RemSessWindowsFeature
Function     Install-RemSessWindowsFeature
Function     Uninstall-RemSessWindowsFeature
```

NOTE The module name column has been removed to enable the display to fit the page width

You can now run these commands, just as if they were locally installed, and can even access their help (provided the server has had `Update-Help` run so that it has a copy of the help locally). The only caveat is the one that applies to all results in Remoting: The results of your commands won't have any methods attached to them, because the results will have been through the serialization/deserialization process.

These "imported" commands will exist as long as your session to the remote machine is open and available. Once it's closed, the commands will vanish. If you want to make these commands always available to you, then save the remote session information to a module using the `Export-PSSession` cmdlet.

There are a few ways you might want to use this. First, take your current session and export everything to a module:

```
PS C:\> Export-PSSession -Session $q -OutputModule QuarkAll
```

The session `$q` is to the computer named `Quark`. This command will create a module called `QuarkAll` under `$home\Documents\WindowsPowerShell\Modules`:

```
PS C:\> Get-Module -ListAvailable QuarkAll
```

ModuleType	Name	ExportedCommands
Manifest	QuarkAll	{}

Later, you can import this module as you would with implicit Remoting. Because the imported cmdlet names may conflict, add a prefix:

```
PS C:\> Import-Module QuarkAll -Prefix Q
```

The first time you try to run one of the commands, PowerShell dynamically creates the necessary session and establishes a remote connection:

```
PS C:\> Get-Qsmbshare
Creating a new session for implicit remoting of "Get-SmbShare" command...
```

If you check sessions, you should see a new one created for this module:

```
PS C:\> Get-PSSession | select *

State           : Opened
ComputerName    : quark
ConfigurationName : Microsoft.PowerShell
InstanceId      : 662484ed-d350-4b76-a146-865a8d43f603
Id              : 2
Name            : Session for implicit remoting module at

                C:\Users\Jeff\Documents\WindowsPowerShell\Modules\
                QuarkAll\QuarkAll.psm1
Availability     : Available
ApplicationPrivateData : {PSVersionTable}
Runspace        : System.Management.Automation.RemoteRunspace
```

If you remove the module, the session is also automatically removed.

You can also create a limited module by only exporting the commands you want. First, create a session:

```
PS C:\> $q=New-PSSession Quark
```

Then, create a new module exporting only the Get cmdlets:

```
PS C:\> Export-PSSession -Session $q -OutputModule QuarkGet -CommandName Get*
➤ -CommandType cmdlet
```

When you import the module, the only commands you can run remotely on Quark are the Get cmdlets:

```
PS C:\> Import-Module QuarkGet -Prefix Q
PS C:\> Get-Command -module QuarkGet
```

CommandType	Name	Definition
Function	Get-QAppLockerFileInformation	...
Function	Get-QAppLockerPolicy	...
Function	Get-QAppxProvisionedPackage	...
Function	Get-QAutoEnrollmentPolicy	...
Function	Get-QBitsTransfer	...
...		

One thing we should point out is that when you export a session, any commands with names that might conflict on your local computer are skipped unless you use the `-AllowClobber` parameter. In the examples with Quark, you're actually connecting from a computer running PowerShell 2.0 to one running PowerShell 3.0 and thus are able to use the 3.0 cmdlets just as if they were installed locally:

```
PS C:\> get-qciminstance win32_operatingsystem | Select
➤ CSName,BuildNumber,Version
Creating a new session for implicit remoting of "Get-CimInstance" command...
```

CSName	BuildNumber	Version
QUARK	8250	6.2.8250

Implicit Remoting is an incredibly powerful technique that lets you take advantage of modules, snap-ins, and tools that you may not have installed locally. If you find yourself needing these tools often, take the time to export a session to a module; then you'll be ready for anything.

10.12 Summary

Remoting was the most eagerly awaited feature in PowerShell v2. It moved PowerShell's capabilities up by several levels. You can gain remote access to systems through a number of cmdlets that have a `-ComputerName` parameter or through the WSMAN-based Remoting technology.

Once you've mastered the material in this chapter, you'll be able to administer all of the machines in your environment from the comfort of your own workstation.

11

Background jobs and scheduling

This chapter covers

- Creating jobs
- Retrieving job results
- Managing the job queue
- Using scheduled jobs

In PowerShell, jobs are one of the many extension points provided to the shell for developers to build on. Jobs allow you to run tasks asynchronously—you get the prompt back to continue working while PowerShell runs the job in the background. PowerShell v3 defines three broad but distinct types of jobs: those based on the Remoting architecture covered in the previous chapter (also known as background jobs), those based on WMI and CIM, and those based on a new “scheduled job” architecture. Each of these jobs works slightly differently, but all of them represent the same essential thing: a unit of work that’s run in the background.

11.1 *Remoting-based jobs*

There are two ways to start jobs that utilize the Remoting system: `Start-Job` and `Invoke-Command`. `Start-Job` is designed to start a job that runs entirely on your local computer and technically doesn’t use the Remoting subsystem to function

because it doesn't use remote machines. `Invoke-Command` starts a job that's tracked on your local machine but that sends commands to remote computers for execution there. `Invoke-Command` is a great way to coordinate running a command on a bunch of remote computers.

NOTE If you use `Invoke-Command` locally and use the `-Computername` or `-AsJob` parameter, PowerShell will use Remoting to the local computer, so it must be enabled.

11.1.1 Starting jobs

To start a local job use the `Start-Job` cmdlet and specify a scriptblock:

```
PS C:\> start-job -ScriptBlock { get-eventlog -LogName security }
```

Id	Name	PSJobTypeName	State	HasMoreData	Location	Command
6	Job6	BackgroundJob	Running	True	localhost	get-eventlog -LogNa...

NOTE Depending on the width of your PowerShell console, when you use the job cmdlets you might get a truncated view and some columns might not appear at all. We've tried to accommodate all columns in the confines of the printed page so you can get an idea of what to expect and look for.

The command's immediate result is a job object. Job IDs are numbered sequentially, starting with 1 for the first job you run when opening a new shell instance, although it's possible depending on your configuration that job numbers might start at 2 or higher. Job names are also created sequentially based on the parent job name (which we'll explain in minute), such as `Job1`, although you can specify a custom name when starting a new job by using the `-Name` parameter of `Start-Job`.

TIP Use the `-Name` parameter if you're working with a lot of jobs simultaneously—it makes keeping track of them easier.

There are a few other parameters you should keep in mind:

- Use `-FilePath` instead of `-ScriptBlock` to specify the name of a script to run—the script is on the *local* machine. You can add `-ArgumentList` to specify a list of parameter values to be fed to that script.
- `-Credential` and `-Authentication` can be used to specify alternative credentials or an authentication mechanism for the job to run under.
- `-InitializationScript` is a scriptblock that runs before the job starts. You might use this, for example, to first import a required module.
- `-PSVersion` can be either 2.0 or 3.0, and it specifies the version of PowerShell you want the job run under. It's mainly useful on machines that have PowerShell v2 and v3 installed side by side.
- `-RunAs32` runs the script in the 32-bit version of PowerShell. You'll need this if you're using a snap-in or module that only exists in a 32-bit flavor and you're on a 64-bit machine.

- `-DefinitionName` starts the job using a predefined job definition, which enables you to start custom job types. You can also use `-DefinitionPath` to start the job at the specified path. We'll use these in a bit for scheduled jobs.

Jobs run in a background PowerShell process, so the more jobs you have running at once, the more copies of PowerShell you'll have running at once in memory.

You can also start jobs using `Invoke-Command`. Run `Invoke-Command` as usual, adding the `-AsJob` parameter (and use the `-JobName` parameter if you want to give the job a nicer name than PowerShell will make up by default). Because `Invoke-Command` is specifically designed to send commands to remote computers, it's a good way to have all of that running in the background, for example:

```
PS C:\> Invoke-Command -ScriptBlock { get-service } -ComputerName win8,localhost -AsJob -JobName ServiceCheck
```

Id	Name	PSJobTypeName	State	HasMoreData	Location	Command
12	ServiceCheck	RemoteJob	Running	True	win8,local...	get-se...

11.1.2 Checking job status

Run `Get-Job` to display a list of running jobs and to check their status, for example:

```
PS C:\> Get-Job
```

Id	Name	PSJobTypeName	State	HasMoreData	Location	Command
6	Job6	BackgroundJob	Completed	True	localhost	get-event...
12	ServiceCheck	RemoteJob	Completed	True	win8,1...	get-servi...

When a job is targeting multiple computers, the status shown here will be the worst-case scenario from all computers involved. In other words, if one computer failed, you'll see "Failed" as the status, even if every other computer succeeded. To drill down for more detail, you'll need to work with those child jobs directly.

11.1.3 Working with child jobs

Every job consists of a top-level parent job and at least one child job. Jobs that target multiple computers will have one child job per targeted computer. To examine the child jobs, you'll need the ID or name of the top-level job, for example:

```
PS C:\> Get-Job
```

Id	Name	PSJobTypeName	State	HasMoreData	Location	Command
6	Job6	BackgroundJob	Completed	True	localhost	get-event...
12	ServiceCheck	RemoteJob	Completed	True	win8,1...	get-servi...

PowerShell v3 added some new parameters to make it easier to work with child jobs. It's easy now to see all the jobs at once by using `-IncludeChildJob`:

```
PS C:\> Get-Job -Name ServiceCheck -IncludeChildJob
Id Name                PSJobTypeName State      HasMoreData Location  Command
-- --
12 ServiceCheck RemoteJob    Completed True       win8,1... get-servi...
13 Job13           RemoteJob    Completed True       win8      get-servi...
14 Job14           RemoteJob    Completed True       localhost get-servi...
```

This code demonstrates how you'd find the name of a job and its children. This also works with the job ID.

NOTE Depending on your PowerShell installation, when you look at help for `Get-Job` you might not see the `-IncludeChildJob` parameter but rather `-ShowChildJob`. This appears to be a documentation bug. The correct parameter is `-IncludeChildJob`.

These job objects have more information than can be contained in a table; to see everything, use this:

```
PS C:\> Get-Job -id 13 | select *

State           : Completed
StatusMessage   :
HasMoreData     : True
Location        : serenity
Runspace        : System.Management.Automation.RemoteRunspace
Command         : get-service
JobStateInfo    : Completed
Finished        : System.Threading.ManualResetEvent
InstanceId      : e6761f14-4ea4-488f-84e6-0e08f396b969
Id              : 13
Name            : Job13
ChildJobs       : {}
PSBeginTime     : 9/26/2012 12:58:06 PM
PSEndTime       : 9/26/2012 12:58:06 PM
PSJobTypeName   :
Output          : {AeLookupSvc, ALG, AllUserInstallAgent, AppIDSvc...}
Error           : {}
Progress        : {}
Verbose         : {}
Debug           : {}
Warning         : {}
```

Notice that the job object provides access to the Error, Progress, Verbose, Debug, and Warning streams (or pipelines) from the copy of PowerShell that ran the job. There's also data that indicates when the job started and when it ended if you need to track how long these things take to complete. Here's a handy one-liner you can use:

```
get-job -State Completed | select Name,Location,*time,@{Name="RunTime";
Expression={$_.PSEndTime - $_.PSBeginTime}}
```

11.1.4 Waiting for a job

If you launch a job from within a script, you may want to have your script pause, or wait, until the job completes:

```
PS C:\> Wait-Job -id 13
```

Using other parameters of `Wait-Job`, you can also wait until all active jobs reach a given state. Finally, you can also specify a timeout, which will end the waiting period once the time has expired regardless of the job status. Nothing will happen to the jobs but you'll get your prompt back.

11.1.5 Stopping jobs

It's not impossible for a job to hang or otherwise fail. When that happens, you can stop it immediately. Any results that the job has already produced will be retained:

```
PS C:\> Stop-Job -Name ServiceCheck
```

It's also possible to stop all jobs that are in a particular status, such as stopping all running jobs:

```
PS C:\> Stop-Job -state 'Running'
```

Review the help for `Stop-Job` for more details.

11.1.6 Getting job results

PowerShell temporarily caches the results of jobs, enabling you to retrieve them whenever you're ready. There's a trick: By default, whatever results you receive are removed from the cache when they're given to you. You can, for example, retrieve the results of a job that's still running. You'll get whatever results are currently available, and new ones will continue to pile up.

To get the results of a job, specify it by name, ID, or other identifier. If you get the results from a parent job, you'll automatically get all of its child job results:

```
PS C:\> Receive-Job -Name ServiceCheck
```

Status	Name	DisplayName	PSComputerName
Stopped	AeLookupSvc	Application Experience	win8
Stopped	ALG	Application Layer Gateway Service	win8
Stopped	AllUserInstallA...	Windows All-User Install Agent	win8
Stopped	AppIDSvc	Application Identity	win8
Stopped	Appinfo	Application Information	win8
Stopped	AppMgmt	Application Management	win8
Stopped	AudioEndpointBu...	Windows Audio Endpoint Builder	win8
Stopped	Audiosrv	Windows Audio	win8
Running	BFE	Base Filtering Engine	win8
Running	BITS	Background Intelligent Transfer Ser...	win8
Running	BrokerInfrastru...	Broker Infrastructure	win8

Jobs started with `Invoke-Command` will contain the `PSComputerName` property by default, showing you which result came from which computer. WMI job result objects also have a `__SERVER` property that fills a similar purpose.

You can also direct PowerShell to deliver a *copy* of the results, keeping the original results in memory so that you can retrieve them again:

```
PS C:\> Receive-Job -id 13 -Keep
```

Index	Time	EntryType	Source	InstanceID	Message
2494	Jun 10 10:11	SuccessA...	Microsoft-Windows...	4616	Th...
2493	Jun 10 09:10	SuccessA...	Microsoft-Windows...	4616	Th...
2492	Jun 10 08:09	SuccessA...	Microsoft-Windows...	4616	Th...
2491	Jun 10 07:08	SuccessA...	Microsoft-Windows...	4616	Th...

You can retrieve results from the job queue as often as you want as long as you use `-Keep`. The first time you don't, though, the results will be flushed from the queue.

The `Receive-Job` command has some interesting parameters:

- `-ComputerName` gets the results from all jobs run against the specified computers. Use this instead of `-ID` or `-Name`.
- `-Session` gets the results from all jobs run through a specified Remoting session. You specify the full session object as the value for this parameter.
- `-AutoRemoveJob` deletes the job object after getting the results from it.
- `-Wait` tells the shell to start receiving job results but to not display the command prompt again until all results have been received. In conjunction with this, you can specify `-WriteEvents` to display notices about changes in the job status while you're waiting for the results to finish. You can't use this with `-Keep` and you must use `-Wait`.
- `-WriteJobInResults` precedes the job result output with a copy of the job object itself. You can't use this with `-Keep` and you must use `-Wait`.

11.1.7 Removing jobs

Unless you have `Receive-Job` autoremove them, job objects linger until you close the shell or remove them:

```
PS C:\> Get-Job -id 13 | Remove-Job
```

Or you can just remove everything that's completed:

```
PS C:\> Remove-Job -State Completed
```

Other parameters of `Remove-Job` let you specify the jobs to remove in other ways, including by name, a hash table filter, the command that was run, and so forth.

11.1.8 Investigating failed jobs

Job objects have a Reason property that'll indicate why a job failed. For example, let's start a job that'll fail and see what happens:

```
PS C:\> Get-Job
PS C:\> Start-Job -ScriptBlock { Get-Eventlog -LogName Nothing }
```

Id	Name	PSJobTypeName	State	HasMoreData	Location
17	Job17	BackgroundJob	Running	True	lo...

Eventually, we check the job and its children and see that it failed:

```
PS C:\> get-job -IncludeChildJob
```

Id	Name	PSJobTypeName	State	HasMoreData	Location
17	Job17	BackgroundJob	Failed	False	lo...
18	Job18		Failed	False	lo...

You could also filter and get only failed child jobs like this:

```
PS C:\> get-job -ChildJobState Failed
```

The value for `-ChildJobState` is any job state such as running, stopped, or completed. The job object has a `JobStateInfo` property, which is an object. Let's look at the failed child job:

```
PS C:\> get-job 18 | select -ExpandProperty JobStateInfo
```

State	Reason
Failed	System.Management.Automation.Remo...

Because this is also an object, you need to expand this as well to get to the root of the problem:

```
PS C:\> get-job 18 | select -ExpandProperty JobStateInfo |
select -ExpandProperty Reason
The event log 'Nothing' on computer '.' does not exist.
```

That's pretty much what we expected.

You can read more about jobs, and job troubleshooting, in the `about_jobs` help file.

TIP Even if you see that a job has failed, you might still want to try to receive results. It's possible your job may have partially completed before failing, and depending on your situation, some results may be better than nothing.

11.2 WMI jobs

WMI jobs work pretty much like the Remoting-based jobs we've discussed. You start them using `Get-WmiObject`, adding its `-AsJob` parameter. `Invoke-WmiMethod`,

Remove-WmiObject, and Set-WmiInstance also have an -AsJob parameter. Apart from adding the -AsJob parameter, you use these cmdlets the same as you would otherwise.

NOTE Test-Connection, Stop-Computer, and Restart-Computer all have an -AsJob parameter. They should be considered part of this group because they use WMI “under the hood” to perform their functions.

There’s one difference in these commands’ normal operation: When run as a background job, computers are contacted in parallel rather than sequentially as is normally the case. The cmdlets support a -ThrottleLimit parameter to increase or decrease the parallelism from its default of 32 concurrent connections. WMI jobs continue to communicate over remote procedure calls (RPCs) and don’t use or require PowerShell Remoting, for example:

```
PS C:\> Get-WmiObject -Class Win32_Service -ComputerName win8 -AsJob

Id      Name           PSJobTypeName  State      HasMoreData  Location
--      -
25      Job25          WmiJob         Running    True          win8
```

NOTE The new CIM cmdlets, such as Get-CimInstance, don’t support an -AsJob parameter. Because these cmdlets rely on WinRM by default (the same technology as PowerShell Remoting), you send the CIM command to the remote computers via Invoke-Command.

The job object is created locally with a child job for each remote computer. WMI jobs use the same cmdlets to retrieve job status, get job results, and so forth—everything from the first portion of this chapter applies.

11.3 Scheduled jobs

PowerShell v3 introduces a new job definition for scheduled jobs. Unlike the jobs discussed previously in this chapter, these scheduled jobs do have a lifespan outside the PowerShell console window. Once scheduled, they continue to exist and operate even if you close the shell. There are several new commands that deal specifically with these jobs:

```
PS C:\> Get-Command -noun ScheduledJob*

CommandType      Name                               ModuleName
-----
Cmdlet           Disable-ScheduledJob             PSScheduledJob
Cmdlet           Enable-ScheduledJob             PSScheduledJob
Cmdlet           Get-ScheduledJob                PSScheduledJob
Cmdlet           Get-ScheduledJobOption          PSScheduledJob
Cmdlet           New-ScheduledJobOption          PSScheduledJob
Cmdlet           Register-ScheduledJob           PSScheduledJob
Cmdlet           Set-ScheduledJob                PSScheduledJob
Cmdlet           Set-ScheduledJobOption          PSScheduledJob
Cmdlet           Unregister-ScheduledJob         PSScheduledJob
```

These cmdlet names reveal three kinds of objects you'll work with: scheduled jobs themselves (which you can enable, disable, get, register, modify, and unregister), scheduled job triggers (which determine when a job runs), and scheduled job options (which you can get, create, and change).

11.3.1 *Scheduled jobs overview*

Scheduled jobs are a kind of hybrid entity. There's the scheduled job itself, which is registered with Windows' Task Manager and can be managed from Task Manager. That scheduled job may have one or more options associated with it, and it'll have triggers that determine when the scheduled job runs. When a scheduled job does run, a normal PowerShell job object is created to contain the results. So, if a scheduled job runs 10 times, you'll have 10 job objects to play with. Those "result" job objects work identically to the ones we've already covered in this chapter; you can use `Receive-Job` to extract their results, `Remove-Job` to delete them, and so on.

NOTE You'll find quite a bit of in-shell documentation on scheduled jobs. Run `Help about_scheduled*` for a list of topics.

11.3.2 *Creating a scheduled job*

To create a scheduled job, start by—at a minimum—creating a trigger. This is what tells the job when to run. That might be something simple, like "every day at 3 a.m.," or something more complex; review the help for `New-JobTrigger` to see your options, for example:

```
$trigger = New-JobTrigger -Daily -At '3 am'
```

Here, you're saving the trigger into a variable, `$trigger`, to make it easy to refer to later. You may also want to create a job options object. Doing so isn't mandatory, but reading the help for `New-ScheduledJobOption` lets you see what your options are. Here's a quick example:

```
$options = New-ScheduledJobOption -HideInTaskScheduler -RequireNetwork
```

This option, which you've also saved into a variable, will make the job invisible in Task Scheduler and will make the job fail if the network isn't available at the time the job runs. With the options and trigger created, you can register a new scheduled job. Note the verb on this one is `Register`, because it's creating something external to PowerShell:

```
Register-ScheduledJob -Name DailyRestart -ScriptBlock { Get-Process ;  
Restart-Computer -force } -Trigger $trigger -ScheduledJobOption $options
```

You've created a new scheduled job that will get a list of running processes and then restart the local computer, each day at 3 a.m., provided the network is available at the time. Note that you didn't need to export the process list to anything—it'll be stored for you. For longer sets of commands, put them into a script file and use the `-FilePath` parameter to point to the script, rather than trying to jam everything into the scriptblock.

When you create a scheduled job, PowerShell creates a folder for it on the disk of the computer where the job exists. This folder goes in your user profile directory by default, in `\AppData\Local\Microsoft\Windows\PowerShell\ScheduledJobs`, with a subfolder for each job name. For the earlier example, that would be `\DailyRestart`. This folder contains the scheduled job's XML definition file and an `\Output` folder. The `\Output` folder is further broken down with a subfolder for each time the job has executed—folder names are a timestamp. Within those timestamp folders you'll find the job's output in an XML file, along with the job's status. There's little need to work with any of these folders or files directly, because the job management commands will handle them for you.

Like many PowerShell commands, `Register-ScheduledJob` (and `Set-ScheduledJob`) has a `-Credential` parameter, which specifies an alternate username for the job to run as.

11.3.3 Managing scheduled jobs

A number of cmdlets are available for managing scheduled jobs. Note that these apply only to the scheduled entity; they don't work with the results of jobs that have already run. First up are commands that deal with triggers:

- `Add-JobTrigger`—Adds a new trigger to an existing scheduled job
- `Disable-JobTrigger`—Turns off a scheduled job's triggers, but doesn't delete them
- `Enable-JobTrigger`—Enables a previously disabled scheduled job trigger
- `Get-JobTrigger`—Gets the triggers of scheduled jobs
- `New-JobTrigger`—Creates a new job trigger
- `Remove-JobTrigger`—Remove a job trigger from the scheduled job
- `Set-JobTrigger`—Reconfigures a trigger on a scheduled job

Next are commands that deal with scheduled job options:

- `Get-ScheduledJobOption`—Gets the options for a scheduled job
- `New-ScheduledJobOption`—Creates a new option set
- `Set-ScheduledJobOption`—Reconfigures a scheduled job's options

Finally, these commands work with scheduled job entries:

- `Disable-ScheduledJob`—Disables, but doesn't delete, a scheduled job
- `Enable-ScheduledJob`—Reenables a previously disabled scheduled job
- `Get-ScheduledJob`—Gets the scheduled jobs on a computer
- `Register-ScheduledJob`—Creates and registers a new scheduled job
- `Set-ScheduledJob`—Reconfigures an existing scheduled job
- `Unregister-ScheduledJob`—Removes a scheduled job entry

It's possible to run a scheduled job on demand:

```
PS C:\> Start-Job -DefinitionName DailyRestart
```

Just give the scheduled job's name (which is its definition name), and the job will begin immediately.

11.3.4 Working with scheduled job results

Once a scheduled job has run, you can run `Get-Job` to see a list of available jobs. Each result job will have the same name as the scheduled job that ran it; in many cases, you'll need to use ID numbers to retrieve the specific results. For example, after setting up your job and letting it run for a few days, you have this:

```
PS C:\> Get-Job -Name DailyRestart

Id      Name                State           HasMoreData    Location
--      -
45      DailyRestart       Completed      True           localhost
46      DailyRestart       Completed      True           localhost
47      DailyRestart       Completed      True           localhost
48      DailyRestart       Completed      True           localhost
49      DailyRestart       Completed      True           localhost
50      DailyRestart       Completed      True           localhost
51      DailyRestart       Completed      True           localhost
```

If you don't see anything, don't forget to import the `PSScheduledJob` module first. You can now use `Receive-Job -id 45` to get the first set of results, and so forth. All of the rules we covered earlier in this chapter for working with jobs still apply, and you'll need to take care to remove the jobs you're finished with, to free up memory and disk space.

NOTE In the case of jobs created by a scheduled job, the results will remain on disk after being received, even if you don't specify the `-Keep` parameter of `Receive-Job`. Make sure to use `Remove-Job` to delete job results you're finished with so that you can free up disk space. You can also run something like `Remove-Job -Name DailyRestart` to remove all results associated with a given job name.

Worried about job results taking up too much space? You can control how many results are kept. A scheduled job has an `ExecutionHistoryLength` property, which determines how many saved results are retained on disk. As new results are created, older ones are deleted to make room. The default value is 32; use the `-MaxResultCount` parameter of `Set-ScheduledJob` or `Register-ScheduledJob` to modify this for an existing or a new scheduled job, respectively.

TIP Use the `-ClearExecutionHistory` parameter of `Set-ScheduledJob` to completely delete a scheduled job's existing execution history and results.

11.4 Job processes

The preceding sections have described the three different types of jobs available within PowerShell:

- Remoting-based jobs
- WMI-based jobs
- Scheduled jobs

We provided a few hints as to where these jobs actually run. It's now time for us to summarize how and where jobs run because it's different for each of the job types. This will give you an indication of what's happening on your system when you run PowerShell jobs.

11.4.1 Jobs created with Start-Job

These jobs run as child processes of your interactive PowerShell process. Each background job creates a new instance of PowerShell.exe as a child to your interactive session.

NOTE That's why you lose all of the running jobs when you close your session—because the child processes are automatically closed when you close the interactive parent session.

The child instances of PowerShell.exe are hidden, though they can be viewed by using a process monitoring tool. They're temporary sessions that are closed when the job is finished. Figure 11.1 illustrates this point. Open a PowerShell session and run `Get-Process` filtering on processes whose names begin with the letter "p." Figure 11.1 shows a single PowerShell instance with an ID of 5328.

```

Windows PowerShell 3.0
PS C:\> get-process p*
Handles NPM(K) PM(K) WS(K) VM(M) CPU(s) Id ProcessName
-----
416 26 72772 82944 624 2.25 5328 powershell

PS C:\> start-job -Name test1 -ScriptBlock {do {sleep 1} while ($true)}

Id Name PSJobTypeName State HasMoreData Location
--
2 test1 BackgroundJob Running True lo...

PS C:\> get-job

Id Name PSJobTypeName State HasMoreData Location
--
2 test1 BackgroundJob Running True lo...

PS C:\> get-process p*
Handles NPM(K) PM(K) WS(K) VM(M) CPU(s) Id ProcessName
-----
507 32 68948 83044 635 2.56 5328 powershell
322 27 53412 66296 609 0.28 6992 powershell

PS C:\>

```

Figure 11.1 Illustrating the creation of a child PowerShell session when a job is run

A job is then started that'll continue running until it's forcibly stopped. This is achieved by a scriptblock with an infinite loop:

```
do {sleep 1} while ($true)
```

PowerShell won't exit the loop because the condition is always true! Running `Get-Process` again shows that two PowerShell sessions now exist. The following WMI call shows that the new process (ID 6992) is a child of process 5328, your original PowerShell session:

```
PS> Get-WmiObject Win32_Process -Filter "ProcessId = 6992" |
Format-table ProcessName, Processid, ParentProcessId -auto

ProcessName      Processid ParentProcessId
-----
powershell.exe   6992      5328
```

11.4.2 *Jobs created with Invoke-Command*

When a job is started using the `-AsJob` parameter of `Invoke-Command`, it runs under WSMAN in a `wsmprovhost.exe` process, as illustrated in figure 11.2.

No processes called `wspvohost` are running prior to the starting of the job. Once the job starts, you can see that a `wspvohost.exe` process exists. Running jobs in this manner may give a performance boost.

```
Windows PowerShell 3.0
PS C:\> get-process ws*
PS C:\> invoke-command -ComputerName "$env:COMPUTERNAME" -ScriptBlock {do {
sleep 1} while ($True)} -asjob

Id      Name      PSJobTypeName  State      HasMoreData  Location
-----
4       Job4      RemoteJob      Running    True          SE...

PS C:\> get-job

Id      Name      PSJobTypeName  State      HasMoreData  Location
-----
2       test1     BackgroundJob  Running    True          lo...
4       Job4      RemoteJob      Running    True          SE...

PS C:\> get-process ws*

Handles  NPM(K)  PM(K)  WS(K) VM(M)  CPU(s)  Id ProcessName
-----
305      25      53840  65212  583    0.34    7564 wsmprovhost

PS C:\>
```

Figure 11.2 Illustrating the processes involved when running a job through `Invoke-Command`

```

Windows PowerShell 3.0
PS C:\> get-process un*
PS C:\> Get-WmiObject -Class CIM_Datafile -AsJob

Id      Name      PSJobTypeName  State      HasMoreData  Location
----      -
6       Job6      WmiJob         Running    True          lo...

PS C:\> get-job

Id      Name      PSJobTypeName  State      HasMoreData  Location
----      -
6       Job6      WmiJob         Running    True          lo...

PS C:\> get-process un*

Handles  NPM(K)  PM(K)  WS(K) VM(M)  CPU(s)    Id ProcessName
-----  -
82       8       1240   4720   55     0.02     1272 unsecapp

PS C:\>

```

Figure 11.3 Illustrating the process used to run a WMI-based job

When the `-AsJob` parameter is used to start jobs on remote machines, one child job is created per remote system. If `Start-Job` is used inside an `Invoke-Command`, one job object (parent and child jobs) is created per remote system.

11.4.3 Jobs created through the WMI cmdlets

WMI-based cmdlets run in a completely different process. Figure 11.3 shows this in the `unsecapp.exe` process.

The `unsecapp.exe` application is part of the WMI installation and can be found in the `C:\Windows\System32\wbem` folder.

11.4.4 Jobs created through the scheduler

PowerShell jobs that are created as a scheduled task run in their own instance of PowerShell when the job is started. This runspace is automatically closed when the job completes.

11.5 Summary

Jobs are a good way to move long-running processes to the background to allow you to continue using the shell for other tasks. Remember, you may encounter many different kinds of jobs. Microsoft or even third parties may introduce job types that we haven't discussed in this chapter, and they may work entirely differently than the ones we've shown you.

Working with credentials

12

This chapter covers

- Creating a credential object
- Using credentials
- Supporting alternative credentials in your scripts

A great many PowerShell commands have a `-credential` parameter. You can view the list by typing

```
Get-Help * -Parameter Credential
```

When you use this parameter, it generally allows the command to operate with the username and password you provide rather than the one you used to log on to the shell. It's a great way to enable the *principle of least privilege*. Do as much work as you can with unprivileged credentials, but when more privilege is required, specify alternative credentials for that purpose. You'll need to run PowerShell with elevated privileges ("Run as Administrator") to complete some actions regardless of the credentials you use.

12.1 About credentials

Most of the time, you'll find that a `-credential` parameter will accept one of two objects: a string object or a credential object. The string object is easy: Provide a username, which can be either a plain username or a DOMAIN\User-style username. If you don't specify a domain component, the credential will be assumed to be an account on the local machine.

WARNING Some cmdlets—such as `Get-WmiObject`—don't accept credentials when working against the local machine.

If you have a credential you want to use for a local account on a remote machine, use the format `COMPUTERNAME\user`. In any event, when you specify a string, you'll be graphically prompted for the password, as shown in figure 12.1, which depicts the ISE. You'll see a similar graphical prompt if `Get-Credential` is called from the PowerShell console.

NOTE The password will be masked as you enter it, to keep it secure.

And before you ask, no, you can't also specify the password on the command line. Doing so would mean including a clear-text password, most likely for an administrator account, right on the command line or in a script. Because that'd be a horrible idea, Microsoft went to some lengths to make it impossible.

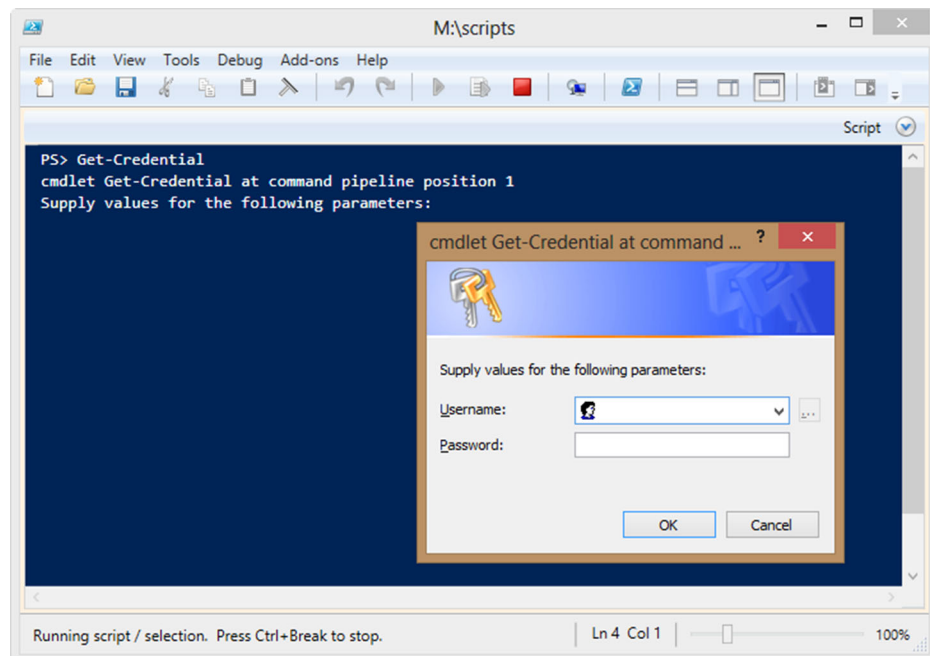


Figure 12.1 Specifying a username for the `-credential` parameter results in a graphical password prompt.

PowerShell v3 adds an extra option to using `Get-Credential`. In PowerShell v2 you could use it with or without supplying a username like this:

```
Get-Credential
Get-Credential -Credential richard
Get-Credential -Credential mymachine\richard
Get-Credential -Credential mydomain\richard
```

That still applies but two new parameters, `-UserName` and `-Message`, have been added that work like this:

```
Get-Credential -Message "Credentials needed for"
```

The message in the dialog box is replaced with the text you supply. Adding the username populates the dialog box, as shown in figure 12.2.

Figure 12.2 was generated by using `Get-Credential` from the console. There are subtle differences between it and figure 12.1, which was generated in the ISE. Both dialog boxes do the same job.

That doesn't mean you have to enter your password each time you want to use an alternative credential, though. Rather than providing a username, you can create a complete credential object ahead of time, often storing it in a variable. You'll be prompted for your password only once, and then the password will be stored as a secure string inside the credential object. Here's an example of creating, examining, and using a credential object with the `Get-Credential` cmdlet:

```
PS C:\> $cred = Get-Credential COMPANY\DJones
```

You'll be prompted for the password in the same graphical dialog box. Although this looks like a logon dialog box, the cmdlet isn't authenticating or verifying the credentials. All it's doing is creating a `PSCredential` object.

```
PS C:\> $cred | get-member
```

```

      TypeName: System.Management.Automation.PSCredential

Name                MemberType Definition
----                -
Equals              Method      bool Equals(System.Object obj)
GetHashCode         Method      int GetHashCode()
GetNetworkCredential Method      System.Net.NetworkCredential
GetNetworkCrede...
GetObjectData      Method      System.Void
GetObjectData(System.Runtime.Ser...
GetType            Method      type GetType()
ToString           Method      string ToString()

```

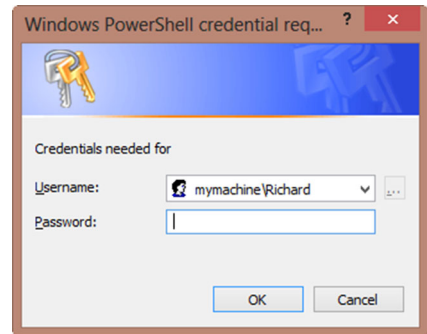


Figure 12.2 Modified message in credential dialog box

```

Password          Property  System.Security.SecureString Password {get;}
UserName          Property  string  UserName {get;}

```

When you use the credential, PowerShell will hand it off to Windows and carry out normal security and authentication protocols. As you can see by piping to `Get-Member`, this is a simple object:

```

PS C:\> $cred

UserName          Password
-----
COMPANY\DJones    System.Security.SecureString

```

Notice that the password isn't accessible in clear text, so it's somewhat safer in the credential object. The password can only be decrypted using the private key, which exists only on the computer where the credential was created. Even if you use the `Convert-From-SecureString` cmdlet, you don't get the plain-text password.

```

PS C:\> convertfrom-securestring $cred.password
01000000d08c9ddf0115d1118c7a00c04fc297eb01000000897b1b8a84101a498e418f03a19
495f00000000002000000000003660000c0000000100000004070c5b1564d0b5e59e355a4c8
a79fcf0000000004800000a000000010000000f77c0a3324fb6a51c52065d7ef21d6cf18000
000163f5bf2d8c230fab1053846c98cfa957e9f87f92aec22b214000000caad18fd9f97a94e
3ffa0c36a9cb3312fae1662b
PS C:\>

```

The only way to return the plain-text password is to invoke the `GetNetworkCredential()` method:

```

PS C:\> $cred.GetNetworkCredential() | Select username, password

UserName          Password
-----
DJones            P@ssw0rd

```

Now before you start having a panic attack, understand that this command only works in the current session that created the `$cred` variable. As soon as you close the session, the variable is destroyed. All of this is in memory. If you have PowerShell sessions open logged on with administrator credentials or saved credential objects, be sure to lock your desktop should you walk away. That should be Common Sense Security 101.

The benefit of all of this fuss with `Get-Credential` is that by specifying the entire credential object from a command, you won't be prompted for the password again. To use this credential object, provide the variable as the value for any cmdlet that has the `-Credential` parameter:

```

PS C:\> Get-WmiObject -class Win32_BIOS -Computer SERVER1 -Credential $cred

```

When the `Get-WmiObject` cmdlet runs, it'll use the username and password in the `$cred` variable, not the credentials of the current user. Note that WMI only permits the use of alternative credentials for remote computers.

Because security should be a big deal to you and credentials in PowerShell have a few quirks, let's spend a few minutes looking at how to use them.

12.2 Using credentials

Here are some tricks and caveats for using credentials:

- When a command targets multiple computers, such as when you specify multiple names to a `-ComputerName` parameter, whatever credential you provide to the `-Credential` parameter will be used for every one of the computers. There's no way to specify a different credential for each computer. If you need to do that, run the command one time for each credential you need to provide.
- You can run `Get-Credential` in your PowerShell profile (the script that runs when PowerShell starts) to have PowerShell automatically create a credential object for you each time the shell starts. Assuming you have the profile store that credential in a variable, it'll be ready to use for as long as you keep that shell session open. This is a useful trick if there's a credential you commonly use. You can create as many credential objects as you need. You'll create a new set of credentials for each session because you can't use them across PowerShell sessions.
- Some commands default to a credential other than the one you opened the shell with. For example, the `ActiveDirectory` module (included in Windows Server 2008 R2 and later) lets you map `PSDrives` to Active Directory domains, and you can specify a credential when doing so. When you change to an Active Directory "drive," any Active Directory commands will inherit the credential used to map the drive. This is meant to be a convenient way of having multiple authenticated connections opened at the same time, without the need to manage credential objects or constantly retype passwords.
- When creating Active Directory accounts, remember the following when adding a password to the account:
 - The Microsoft cmdlets and Active Directory provider can work directly with a secure string.
 - The Quest cmdlets and Active Directory Services Interfaces (ADSI)-based scripts expect a plain string so it has to be passed as `$cred.GetNetworkCredential().Password`.
- It's usually better to create a credential object and use that rather than attempt to create the credential in the call to the cmdlet. So use

```
$cred = Get-Credential
Get-WmiObject -Class Win32_OperatingSystem `
-ComputerName My server -Credential $cred
```

instead of

```
Get-WmiObject -Class Win32_OperatingSystem `
-ComputerName My server -Credential (Get-Credential)
```

This is because WMI may create the connection before generating the credential and it won't swap to using the new credential.

- The WMI cmdlets have an `-Authentication` parameter. This has nothing to do with credentials; it sets the level of Distributed Component Object Model (DCOM) authentication and encryption of DCOM connections.

For the majority of your work in PowerShell, this information should suffice. But sometimes you need to get a little crazy.

12.3 Crazy credentials ideas

We're *constantly* asked if there's any way to save the password so that a script can run some command and pass an alternative credential without anyone needing to type the password again. The general idea is that people want to write some script or tool and then give that to people who don't have permission to do whatever task the script performs. By "encoding" the password inside the script, they feel, they can have the command run without needing to give people the underlying permissions.

Generally speaking, this is a Bad Idea Of Epic Proportions. If you want someone to be able to do something, give them permission to do it. But we know how the real world works, and so we'll entertain this crazy notion and explore how you might do it—but we'll call out the associated risks, too, so that you're making a smart decision.

12.3.1 Packaging your script

First, we suggest using a commercial tool that can package (not compile, although some will use that term) your script into an executable, and that enables you to specify alternative credentials. The tool generally encrypts the credentials, and it takes care of running the script under those credentials. There are several upsides to this approach:

- The password isn't in clear text, although it's encrypted with a static shared secret, which means it's hardly unbreakable. But it should be sufficient to deter most ordinary users.
- Your script can contain any commands, not ones that offer a `-Credential` parameter.
- Users running the script won't even necessarily know it's a PowerShell script. Done properly, it'll look like a standalone Windows executable.

You'll have to have PowerShell installed on any machine where the packaged script runs, but that's become less of a burden now that PowerShell is a standard install item in Windows. Tools that can package scripts in this fashion include PrimalScript and PrimalForms from SAPIEN Technologies (www.primaltools.com) and PowerGUI (www.powergui.org); there may even be others by the time you read this.

12.3.2 Saving a credential object

What if you don't want to use a packager? Well, about the only other option is to save a credential object to disk and then have a script read it back in. This approach does limit you to commands that offer a `-Credential` parameter, which is far from every command on the planet.

TIP The Start-Process and Invoke-Command cmdlets offer a `-Credential` parameter; you can use them to run about any other command or script, meaning you could potentially write a “bootstrap” script that launched a second one under alternative credentials.

We’ve emphasized what a bad idea this is, right? Okay, then here’s how you’d do it. Start by creating the password as a secure string and saving it to disk:

```
Read-Host -Prompt "Password" -AsSecureString |
ConvertFrom-SecureString |
Out-File C:\Password.txt
```

The Password.txt file (or whatever you name it) will look something like this:

```
PS C:\> get-content .\password.txt
01000000d08c9ddf0115d118c7a00c04fc297eb010000007471fb40e68f7e488e168bee016
034c80000000002000000000003660000c000000010000000348a2572718ecdd58149fbd7fa
887d93000000004800000a00000001000000023ee801dc09d5a2ef1138d153f9a6d6b18000
000b0c6389e4e1919f844b4a3b435be2e9087e2e813ccb2921c1400000d9e7273e09fa337d
6b19d679bad775935705bdc3
```

Safe enough for ordinary users, perhaps. To read that back in and turn it into a credential object, use this:

```
PS C:\> $cred = New-Object -Type System.Management.Automation.PSCredential
➤ -argumentList "username", (Get-Content C:\Password.txt | ConvertTo-
➤ SecureString)
PS C:\> $cred

UserName                                Password
-----                                -
username                                System.Security.SecureString
```

That gives you a credential object in `$cred`, which you can then pass to whatever `-credential` parameter you like. The downside? As written, this will all work only on a single computer. When PowerShell performs that encryption, it does so using a locally stored encryption key. Move the script and password file to another machine and it won’t work, because the local encryption key will be different.

You can extend this technique by adding the `-Key` parameter to `ConvertFrom-SecureString` and `ConvertTo-SecureString`, supplying your own encryption/decryption key for each. Unfortunately, that puts your encryption key *in clear text for anyone to read*, making it trivial for even an unsophisticated user to decrypt the password. We told you this was a Bad Idea Of Epic Proportions. There isn’t any way around it, unless you create some hidden place for encryption keys to live and hope that your users (or an attacker) won’t think to look there.

NOTE There’s also a free utility called `PShellExec` that you can look into. It’s intended to encode/encrypt a script’s contents for more secure execution. Again, it isn’t a perfect security mechanism, but you can decide if it’s sufficient for your needs.

12.3.3 Creating a credential without the GUI

A variation on this theme is to create a credential object without resorting to `Get-Credential`. As easy as it is to use, it does require a graphical component that you may want to skip. Perhaps you want a console-only approach. First, prompt for the username:

```
PS C:\> $username=Read-Host "Enter a username"
Enter a username: mycompany\bill
```

Next, you need a password:

```
PS C:\> $password=Read-Host "Enter the password" -AsSecureString
Enter the password: *****
```

Finally, create a new `PSCredential` object as you did earlier with the `New-Object` cmdlet:

```
PS C:\> $cred=New-Object System.Management.Automation.PSCredential
$username,$password
PS C:\> $cred

UserName                                     Password
-----
Mycompany\bill                               System.Security.SecureString
```

You don't have to specify the username. Perhaps you have a script where you want to use the Domain Administrator account. You might include code like this:

```
$admin="$env:userdomain\Administrator"
$password=Read-Host "Enter the password for $admin" -AsSecureString
$adminCredential=New-Object System.Management.Automation.PSCredential
$admin,$password
```

The `$admin` variable will be the Administrator account from current user's domain. By using the `%USERDOMAIN%` environment variable, you avoid hardcoding any domain names, which makes this code much easier to reuse.

12.3.4 Supporting credentials in your script

One last idea, and perhaps not that crazy at all, is to provide support for alternative credentials in your own scripts. This approach is useful if your script is running cmdlets that support alternative credentials. The following listing shows one way you might tackle this.

Listing 12.1 Supporting alternative credentials in a script

```
#requires -version 3.0

[cmdletbinding()]

Param (
    [Parameter(Position=0,HelpMessage="Enter a computername")]
    [string]$computername=$env:COMPUTERNAME,
    [Parameter(Position=1)]
    [object]$Credential
)
)
```

```

if ($credential -AND ($computername -eq $env:Computername)) {
    Write-Warning "You can't use credentials for the local computer"
    Break
}

$command="Get-WmiObject -Class Win32_OperatingSystem `
-ComputerName $Computername"

if ($credential -is [System.Management.Automation.PSCredential]) {
    Write-Verbose "Using a passed PSCredential object"
    $Cred=$credential
}
elseif ($credential -is [string]) {
    Write-Verbose "Getting credentials for $credential"
    $Cred=Get-Credential -Credential $credential
}

if ($cred) {
    Write-Verbose "Appending credential to command"
    $command+=" -Credential `"$cred"
}
else {
    Write-Verbose "Executing without credentials"
}

#invoke the command expression
Write-Verbose "Running the WMI command"
Invoke-Expression $command

```

The script in listing 12.1 has a `-Credential` parameter. If the value is already a `PSCredential` object, the script will use it:

```

if ($credential -is [System.Management.Automation.PSCredential]) {
    Write-Verbose "Using a passed PSCredential object"
    $Cred=$credential
}

```

All you're doing is defining a new variable. Otherwise, any value will be treated as a string, which is in turn passed to `Get-Credential`:

```

elseif ($credential -is [string]) {
    Write-Verbose "Getting credentials for $credential"
    $Cred=Get-Credential -credential $credential
}

```

If `$Cred` is defined, then the script runs a WMI command that uses it. Otherwise, it runs without:

```

if ($cred) {
    Write-Verbose "Appending credential to command"
    $command+=" -Credential `"$cred"
}
else {
    Write-Verbose "Executing without credentials"
}

#invoke the command expression
Write-Verbose "Running the WMI command"
Invoke-Expression $command

```

12.4 Summary

This chapter has covered the basics of credentials in PowerShell, including how to make reusable credential objects and even, if you're bound and determined, how to persist a credential object or password on disk for later reuse. We beg you to be careful with credentials, and if you end up doing something silly and someone discovers your Domain Admin password as a result, well, we warned you.

Regular expressions

This chapter covers

- Regular expression syntax
- The `-match` operator
- Regular expressions in `select-string`
- Regular expressions in the `switch` statement
- The REGEX object

Regular expressions are a powerful and complex language you can use to describe data patterns. Most pattern-based data, including email addresses, phone numbers, IP addresses, and more, can be represented as a “regex,” as they’re also known.

We need to set some limits for this chapter, because regular expressions are complex enough to deserve their own book. PowerShell uses industry-standard regex syntax and supports the full .NET regular expression library, but we’ll only be covering the basics. Most of our focus will be on how PowerShell uses a regex once you’ve written one. If you’d like to explore regular expressions further, write more complex expressions, or look for a regex that meets a particular need, we recommend one of these two books as a starting place: *Mastering Regular Expressions* by Jeffrey E.F. Friedl (a favorite), and *Regular Expression Pocket Reference* by Tony Stubblebine, both from O’Reilly. You can also visit <http://RegExLib.com>, a free community repository of regular expressions for specific tasks.

13.1 Basic regular expression syntax

A simple regular expression is a literal string. For example, the regular expression “Don” will match any instance of “Don,” although in PowerShell such matching is case insensitive by default. Where regular expressions show their power is when you start using wildcards, character classes, and placeholders instead of literal strings. Table 13.1 shows some of the basic syntax, which is also covered in PowerShell’s own `about_regular_expressions` help file. We’ve included some additional comments and clarified a few points.

Table 13.1 Basic regular expression syntax

Regex symbol	Purpose	Example
.	Any single character.	“d.n” would match both “don” and “dan” but not “dean.”
[abc]	Matches at least one of the characters in the set enclosed by the square brackets. The comparison is <i>not</i> case-sensitive.	“d[oe]n” would match “don” and “dan” but wouldn’t match “dean,” because the string contains an extra letter. It also wouldn’t match “din” because “i” isn’t in the set.
[a-z]	A shorter way of specifying an entire range of characters or numbers. The comparison is <i>not</i> case-sensitive.	“d[a-e]n” would match “dan” and “den” but not “don.”
[^o]	Matches any character except those in brackets; you can also precede a range with ^ to match any character except one in that range. The comparison is <i>not</i> case-sensitive.	“d[^e]n” would match both “don” and “dan” but not “den.”
^	Indicates that the pattern must start at the beginning of the string.	“^op” would match “operate,” because the pattern—“op”—occurs at the start of the string. “Loop” wouldn’t be a match, because “op” doesn’t happen at the start of the string.
\$	Indicates the end of the string in the pattern.	“op\$” would match “hop,” because “op” occurs at the end of the string. “Hope” wouldn’t be a match, because “op” is followed by “e” rather than the end of the string.
*	Matches zero or more instances of the preceding character or character sets.	“g*” would match “bag” and “baggy,” because both contain zero or more “g” characters. Be careful here because “baddy” will also be true, because there are zero instances of the character g. Perhaps a better example is matching 2.19 and .76 to “\d*\.\d*,” which will match on any number with a decimal point, regardless of whether the decimal point contains a number to its left.
+	Matches one or more repeating instances of the character or character set.	“abc+” would match on all instances of “abc” in a string like “abcDabcEabcF”. Often this will give you the same result as using *.

Table 13.1 Basic regular expression syntax (continued)

Regex symbol	Purpose	Example
?	Matches exactly zero or one instance of the preceding character or character set.	“g?” would match “bag” and “baggy,” because both contain one “g.” The fact that “baggy” contains an extra “g” doesn’t stop the match. Be careful with this one as well because even if you have zero matches you’ll still get a match. Your best approach may be to incorporate a quantifier, which we’ll cover later in this chapter.
\	Escapes a character that normally is a regex symbol, treating it as a literal value.	“192\.168” would match “192.168” because the “\.” matches a literal period. Conversely, “192.168” would match both “192.168” and “192x168,” because the period is matching any single character.

Regular expressions work around the concept of matching: Either the pattern described by the regex matches a given string or it doesn’t. If PowerShell has a match, it’ll give you `$True`. We typically use regex matches in `IF` statements and `Where-Object` scriptblocks. You’ve already seen matching in a simplistic form when you used wildcards. In the filesystem, for example, the wildcard pattern `*.tmp` would match all files ending in `.tmp`, including `this.tmp` and `that.tmp`. Those filesystem wildcards are, in essence, a super-simplified kind of regex.

Typing out all the characters you might want in a match can be tedious, even when using ranges. For that reason, regex syntax includes character classes, several of which are shown in table 13.2. (Although the table isn’t a comprehensive list, they’re the ones you’re most likely to use in PowerShell.) These classes stand in for any character contained within that class.

Table 13.2 Regular expression classes

Regex symbol	Purpose	Example
\w	Any word character, including any letter, number, or underscore, but not most punctuation and no whitespace.	“\w*” would match “Hello.” It would also match “Hello There,” because it would match the “Hello” portion before stopping at the space between the two words.
\s	Any whitespace, including tabs, carriage returns, and spaces.	“\s” would match the space between the two words in “Hello There.” Reducing the comparison to “Hello” wouldn’t match because there isn’t any whitespace, even though “Hello ” does match.
\d	Any digit—that is, numbers 0 through 9.	“\d” would match “10.” It would also match the digits in “12 Monkeys” but wouldn’t match “Zebras” at all.
\W	Match anything except a word character.	It would match on the spaces in “ jeff” but not on “jeff.”

Table 13.2 Regular expression classes (continued)

Regex symbol	Purpose	Example
\S	Match anything except a space character. This includes tabs.	Note that "Hello " -match "\S" "Hello " -match "\S" "`tHello" -match "\S" all return TRUE because a nonspace character could be found. The matching character will be the H. We'll explain the -match operator in a moment.
\D	Match anything except a digit character.	The string "POw3rShell" will match on everything except the 0 and 3.

The three examples for the \S regex symbol are where PowerShell is case-sensitive, without being explicitly told to behave that way. The uppercase versions of those classes represent the “opposite,” that is, anything that isn’t contained in the class.

You can see from these class examples that it’s not always sufficient to know that *some portion of a string has matched* your regex; you may also need to know that no portion of the string failed to match, or you may need to know which part of the string matched your expression. Those are somewhat trickier tasks, and we’ll analyze them in some of the examples later in this chapter.

One way to be more precise with your expressions is to use quantifiers. The major ones are listed in table 13.3.

Table 13.3 Basic regular expression quantifiers

Regex symbol	Purpose	Example
*	Match zero or more instances.	"\w*" matches "hello."
+	Match repeating patterns of the preceding characters.	"xy\d+" would match "xy7xy6."
?	Match zero or one of the preceding characters.	"\w?" would match the "x" in "7x24."
{n}	Match exactly that many times.	"a{2}" would match "aa" but not "a."
{n,}	Match at least that many times, but also match more.	"a{2,}" would match "aa" and "aaa" but not "a."
{n,m}	Match at least that many times (n) and no more than this many times (m).	"a{2,3}" would match "aa" and "aaa" but not "a." But it will also match "aaaa," because the match contains at least two characters but not more than three. The match will be on the first three characters. This is where anchors come in handy, for example, "^a{2,3}\$."

Parentheses can also be used to group subexpressions. For example, “`(\d{1,3}\.){3}`” would match “192.168.12.” because the group contains one to three digits followed by a period repeated three times. There’d be no match on “192.168.” But be careful because “192.168.12.1.1” will also match unless you use an anchor like “`^\d{1,3}\.){3}$`.”

13.2 The `-match` operator

PowerShell’s `-match` operator, its case-sensitive `-cmatch` version, and the logical opposites `-notmatch` and `-cnotmatch` (case-insensitive versions `-imatch` and `-inotmatch` also exist but aren’t used much because PowerShell is case-insensitive by default) all use regular expressions. The left side of the operator is a string to test, whereas the right side is the regex to test against. If you match a single string, the result is `$True` if there’s a match and `$False` if there’s no match. In addition, PowerShell autopopulates a collection called `$matches` with the matches it’s detected. Using that collection, you can see exactly what PowerShell matched against, for example:

```
PS C:\> 'don' -match '\w'
True
PS C:\> $matches

Name                               Value
----                               -
d
```

In the previous example, you can see that “don” does match the regex “`\w`” and, more specifically, that it was the first letter, “d,” that made the match.

You can also match multiple strings, in which case the result of the operator is a collection of the strings that matched:

```
PS C:\> 'one', 'two', 'three' -match '\w{3}'
one
two
three
```

When used in this fashion, `$matches` isn’t populated. Looking at that example carefully, you might be surprised to see “three” in the output. There’s the tricky bit of a regex. It was the “thr” that matched the regex, which in turn caused the entire string to output. If you want to have three characters and then the end of the string, use the `$` anchor:

```
PS C:\> 'one', 'two', 'three' -match '\w{3}$'
one
two
three
```

Whoops—that time it matched the “ree” in “three.” Let’s also add the `^` anchor:

```
PS C:\> 'one', 'two', 'three' -match '^w{3}$'
one
two
```

There you go. This illustrates the difficulty of working with regular expressions—you have to be careful to make sure they’re rejecting the right data, as well as matching the right data. For example, see if you think this is a legitimate regex for a Universal Naming Convention (UNC) path such as `\\Server\Share\Folder\File.txt`:

```
PS C:\> '\\server\share\folder\file.txt' -match '\\\\\\w+([\w\.]\\+)'
True
```

Seems fine, but let’s try a deliberately malformed UNC:

```
PS C:\> 'x\\server\share\folder\file.txt' -match '\\\\\\w+([\w\.]\\+)'
True
```

That shouldn’t have matched, so you clearly need to tweak it:

```
PS C:\> 'x\\server\share\folder\file.txt' -match '^\\\\\\\\w+([\w\.]\\+)'
False
```

And now you can make sure the original, valid UNC still works:

```
PS C:\> '\\server\share\folder\file.txt' -match '^\\\\\\\\w+([\w\.]\\+)'
True
```

Again, these can be tricky. Can you think of any other ways to fool this regex or to improve it? Let’s break down what it’s doing in table 13.4.

Table 13.4 Deconstructing a regex

Regex pattern	Purpose
<code>^</code>	Anchors the start of the pattern to the start of a string, ensuring no characters can come before the leading <code>\\</code> .
<code>\\\\</code>	Matches the leading <code>\\</code> in the UNC. Keep in mind that <code>\\</code> is a special character in regex syntax, so you have to double them up to “escape” them.
<code>\\w+</code>	Matches one or more word characters—this is what picks up the server name in the UNC.
<code>(</code>	Starts a repeating pattern.
<code>[\w\.]</code>	Accepts a word character or a period.
<code>\\</code>	Followed by a backslash.
<code>+</code>	One or more times.
<code>)</code>	Ending the repetition.

Breaking it down like that, we suspect other problems may exist with it. You won’t always end a UNC in a backslash, for example. Maybe the following would be better?

```
PS C:\> '\\server\share\folder\file.txt' -match '^\\\\\\\\w+([\w\.\.\\+)]+'
True
```

We'll leave it to you to decipher and decide if you can improve on it. For what it's worth, the online regex library we use documents at least five regular expressions designed to detect various kinds of file paths, including UNC's: <http://regexlib.com/Search.aspx?k=unc&c=2&m=1&ps=20>. That reinforces how tricky a regex can be to write.

13.3 *The select-string cmdlet*

The `select-string` cmdlet is designed to look through a bunch of data, finding data that matches a pattern you provide. You can pipe in strings or, better yet, point the command to a directory full of files. Here's one example, which searches for all files containing the word "shell":

```
PS C:\Windows\System32\WindowsPowerShell\v1.0\en-US> select-string -Pattern
➤ "shell" -SimpleMatch -path *.txt -List

about_Aliases.help.txt:6: PowerShell.
about_Arithmetic_Operators.help.txt:5: Describes the operators that
perform arithmetic in Windows PowerShell.
about_Arrays.help.txt:9: of the same type. Windows PowerShell supports
data elements, such as
about_Assignment_Operators.help.txt:13: Windows PowerShell supports
the following assignment operators.
```

This example used the command's `-SimpleMatch` parameter, which tells it to treat the pattern not like a regex but like a text string. As you can see, it lists all files with a match, the matching line number, and the matching line itself. Now try this with a regex:

```
PS C:\Windows\System32\WindowsPowerShell\v1.0\en-US> select-string -Pattern
➤ "\sGet-\w{4,8}\s" -path *.txt -List

about_Aliases.help.txt:89: get-help about_profile
about_Arithmetic_Operators.help.txt:397:C:\PS> get-date + $day
about_Arrays.help.txt:50: Microsoft .NET Framework. For example, the
objects that Get-Process
about_Assignment_Operators.help.txt:113: $a = get-service | sort
name
```

You asked for matches on a pattern that specified a space, "Get-," and four to eight characters followed by another space. These are only partial results; run the command on your own—in the same directory used here—to see the full list.

A variety of other parameters are available on the command to customize its behavior further, and it's a great way to (for example) scan through text log files looking for a particular pattern of characters.

13.4 *Switch statement*

You can also use regular expressions in the `Switch` statement. You'll use the `-regex` parameter to indicate this. Consider the example in the following listing.

Listing 13.1 A regex Switch example

```
'abcd', 'Abcd', 'abc1', '123a', '!>@#' |
foreach {
  switch -regex -case ($_){
    "[a-z]{4}" {"[a-z]{4} matched $_"}
    "\d"      {"\d matched $_"}
    "\d{3}"   {"\d{3} matched $_"}
    "\W"      {"\W matched $_"}
    default {"Didn't match $_"}
  }
}
```

Which of the input strings didn't match?

The tests can be decoded as follows:

- “[a-z]{4}” means match four characters, each of which is a letter in the range a to z.
- “\d” means match a digit.
- “\d{3}” means match three digits.
- “\W” means match a nonword character.

When we tested this code we received the following output:

```
[a-z]{4} matched abcd
Didn't match Abcd
\d matched abc1
\d matched 123a
\d{3} matched 123a
\W matched !>@#
```

Why didn't “Abcd” match? At a PowerShell prompt it works:

```
PS> "Abcd" -match "[a-z]{4}"
True
```

So why did it not match in our code snippet? The catch is that we also used the `-case` parameter in the `Switch` statement. It makes the matches case sensitive, which is the equivalent of doing the following:

```
PS> "Abcd" -cmatch "[a-z]{4}"
False
```

The next listing shows one more example that might be a bit more practical.

Listing 13.2 Another regular expression Switch example

```
$Computersname="LON-DC01"
Switch -regex ($Computersname) {
  "^SYR" {
    #run Syracuse location code
  }
}
```

```

    }
    "^LAS" {
        #run Las Vegas location code
    }
    "^LON" {
        #run London location code
    }
    "DC" {
        #run Domain controller specific code
    }
    "FP" {
        #run file/print specific code
    }
    "WEB" {
        #run IIS specific code
    }
    Default {Write-Warning "No code found $computername"}
}

```

Listing 13.2 contains a code excerpt from something you might want to do. The Switch statement will evaluate the \$computername variable using a series of regular expression patterns. Wherever there's a match, the corresponding scriptblock will execute. In the example, this would mean PowerShell would run any code specific to the London location and the domain controller role, assuming our servers follow a standard naming convention.

13.5 The REGEX object

Most of the time simple matching or not matching is sufficient. But regular expressions have some special capabilities such as finding all the matches in a string or replacing matched text. To accomplish these tasks you need to create a REGEX object. The easiest approach is to use the [regex] type accelerator with a regular expression pattern. Start with something simple:

```
PS C:\> [regex]$rx="Don"
```

Piping the object to Get-Member reveals some interesting possibilities:

```
PS C:\> $rx | gm
```

```

    TypeName: System.Text.RegularExpressions.Regex

Name                MemberType Definition
-----
Equals              Method      bool Equals(System.Object obj)
GetGroupNames       Method      string[] GetGroupNames()
GetGroupNumbers     Method      int[] GetGroupNumbers()
GetHashCode         Method      int GetHashCode()
GetType            Method      type GetType()
GroupNameFromNumber Method      string GroupNameFromNumber(int i)
GroupNumberFromName Method      int GroupNumberFromName(string name)
IsMatch             Method      bool IsMatch(string input), bool IsMatch(...)
Match              Method      System.Text.RegularExpressions.Match Matc...
Matches            Method      System.Text.RegularExpressions.MatchColle...

```

Replace	Method	string Replace(string input, string repla...
Split	Method	string[] Split(string input), string[] Sp...
ToString	Method	string ToString()
Options	Property	System.Text.RegularExpressions.RegexOptio...
RightToLeft	Property	System.Boolean RightToLeft {get;}

Don't use the REGEX object with `-Match`. Instead, invoke the `Match()` method. With this object, case matters:

```
PS C:\> $rx.Match("don")
```

```
Groups   : {}
Success  : False
Captures : {}
Index    : 0
Length   : 0
Value    :
```

```
PS C:\> $rx.Match("Don")
```

```
Groups   : {Don}
Success  : True
Captures : {Don}
Index    : 0
Length   : 3
Value    : Don
```

```
PS C:\> $rx.Match("Richard")
```

```
Groups   : {}
Success  : False
Captures : {}
Index    : 0
Length   : 0
Value    :
```

The object writes a new object to the pipeline. The `Match()` method returns an object only on the first match. Look at the following:

```
PS C:\> $rx.Match("Let me introduce Don Jones. Don is a PowerShell MVP")
```

```
Groups   : {Don}
Success  : True
Captures : {Don}
Index    : 17
Length   : 3
Value    : Don
```

If you want to identify all of the matches of "Don," use the `Matches()` method:

```
PS C:\> $rx.Matches("Let me introduce Don Jones. Don is a PowerShell MVP")
```

```
Groups   : {Don}
Success  : True
Captures : {Don}
Index    : 17
Length   : 3
Value    : Don
```



```

Groups   : {Don}
Success  : True
Captures : {Don}
Index    : 28
Length   : 3
Value    : Don

```

This code will write a Match object for each match.

Where this gets even more interesting is when it comes time to replace matched text:

```

PS C:\> $rx.Replace("Let me introduce Don Jones. Don is a PowerShell
MVP", "Donald")
Let me introduce Donald Jones. Donald is a PowerShell MVP

```

The REGEX object replaces all the matching instances of the pattern “Don” in the string with “Donald.”

The last technique we want to show with the REGEX object is splitting data on the regular expression match. Let’s say you want to parse the contents of the Windows Update log. The log contains lines like the following:

```

$s="2012-03-14 18:57:35:321 1196 13f8 PT Server URL =
http://172.16.10.1/SimpleAuthWebService/SimpleAuth.asmx"

```

Say you want to split this line on the time stamp value (18:57:35:321), so you construct a REGEX object:

```
[regex] $r="\d{2}:\d{2}:\d{2}:\d{3}"
```

In order to split, it has to match, so you’ll test:

```

PS C:\> $r.match($s)

Groups   : {18:57:35:321}
Success  : True
Captures : {18:57:35:321}
Index    : 11
Length   : 12
Value    : 18:57:35:321

```

Excellent. Now you can split the string on the pattern match:

```

PS C:\> $r.split($s)
2012-03-14
1196 13f8 PT Server URL =
➡ http://172.16.10.1/SimpleAuthWebService/SimpleAuth.Asmx

```

The second line in the previous example is wrapping, but it worked. Notice that the matching data is gone. That happens because you used that as the split “character” so all you’re left with is everything before it, the date, and everything after it. Depending on your pattern, you may have extra spaces to take care of, but that’s simple to fix:

```

PS C:\> $a=$r.split($s) | foreach {$_.trim()}
PS C:\> $a[1]
1196 13f8 PT Server URL =
http://172.16.10.1/SimpleAuthWebService/SimpleAuth.aSmx

```

The `Trim()` method deletes any leading or trailing spaces from the string. Extending this to the entire file, you can split each line and save the second part to a variable:

```
PS C:\> $data=get-content C:\windows\WindowsUpdate.log |
>> foreach {$r.split($_)[1].Trim() }
```

You might further work with `$data` and look for GUIDs or URLs with regular expressions.

Remember, the REGEX object is based on a regular expression pattern that can be as complicated as necessary. Be careful to watch how matches are made and be sure to test for failures as well when developing a regular expression.

TIP Don't try to reinvent the wheel. Visit sites like Regexlib.com to look for a pattern that someone has already developed. In most cases you can use the pattern as is in your PowerShell scripting.

13.6 Summary

Regular expressions are, no question, a complex language all their own. We've briefly touched on the main ways in which PowerShell uses them, as well as on the basics of regex syntax, including the REGEX object. We know there's more to regex than we could cover in this chapter, and if you'd like to explore them further, please check out the resources we mentioned in the beginning of the chapter.

14

Working with HTML and XML data

This chapter covers

- Working with HTML
- Creating HTML output
- Persisting data with XML
- Working with XML files

PowerShell includes some great capabilities for working with two common forms of structured data: HTML and XML. Why is this important? Because HTML is a great way to produce professional-looking reports and you can use XML in so many places within your environment. If you use PowerShell, the help, format, and type files are XML. The new “cmdlet over objects” functionality in PowerShell v3 is based on XML. The HTML- and XML-related functionality hasn’t had any major changes in PowerShell v3. We’ll cover the various capabilities and provide some concise examples of how you might want to use them.

14.1 Working with HTML

HTML—the Hypertext Markup Language—is a similar-to-XML language used to construct the content for web pages. Like XML, HTML documents consist of sets of nested tags, which form a document hierarchy:

```
<Body>
  <H1>This is a heading</H1>
  <p>This is some text</p>
</Body>
```

A full discussion of HTML and all its many features is beyond the scope of this book, but you can find some excellent tutorials at www.w3schools.com/html/ if you want to learn more. PowerShell v3 introduces unique new ways to work with HTML, which we'll cover in this chapter.

14.1.1 Retrieving an HTML page

Your first step will be to get some HTML into the shell. To do that, you'll ask PowerShell to retrieve a page from a web server, in much the same way that a web browser would do the same task. PowerShell won't draw, or *render*, the page, but it'll let you work with the raw HTML. PowerShell v3 introduces this cmdlet, which you can use with the following command:

```
PS C:\> $html = Invoke-WebRequest -uri http://bing.com
```

Nice and simple. The `Invoke-WebRequest` command has a lot of additional parameters that you can use, many of which require a bit of understanding into how HTTP requests are formed and sent to a web server. Let's review a few of the major ones:

- `-Credential` lets you attach a credential to the request, which is useful when you're accessing a server that requires authentication.
- `-Headers` is a dictionary (or hash table) of request headers that need to be sent. This can include any valid HTTP headers—a full list of which is outside the scope of this book, but http://en.wikipedia.org/wiki/List_of_HTTP_headers contains a list of valid options.
- `-MaximumRedirection` lets you specify the maximum number of times your request can be redirected from one server to another before the request fails.
- `-Method` specifies the type of request you're sending, and you'll usually specify either GET or POST. GET is the default and lets you use URLs that have embedded parameters, such as

```
http://www.bing.com/search?q=cmdlet&go=&qsn=&form=QBLH&pq=cmdlet&sc=8-6&sp=1&sk=
```

- `-OutFile` accepts a file path and name and saves the resulting HTML to that file. This creates a static, local copy of the web page you requested. In our example, we captured the HTML to a variable instead.
- `-Proxy` accepts the URI for an HTTP proxy server, which will proxy the request for you. Depending on your network, you may need to also use `-ProxyCredential` or `-ProxyUseDefaultCredentials` to specify credentials for the proxy server.
- `-UseBasicParsing` is necessary when you're running the command on a computer that doesn't have Internet Explorer (IE) installed, such as on Server Core

computers. This causes the command to skip the HTML Document Object Model (DOM) parsing, because IE is needed to perform that step.

- `-UserAgent` lets you specify a custom user agent string for the request. Web servers use this to identify the type of web browser you're using, and they may change their content based on this value. For example, mobile browsers might get different content than a desktop browser. The user agent string for IE9 is "Mozilla/5.0 (compatible; MSIE 9.0; Windows NT 6.1; Trident/5.0)."

Those parameters will get you through basic requests to most websites. Things get tricky when you need to automate several back-and-forth requests with a web server, though. Typically, web servers send your browser a small piece of data called a *cookie*, which is used to identify your particular browser to the server.

NOTE Cookie use in Europe is diminishing as a result of recent legislation.

That way, the server can, for example, maintain the state of things like a shopping cart. PowerShell isn't a web browser, though, and doesn't automatically handle cookies like a web browser would. So each request the shell sends is a fresh new relationship with the server, and that might not work for some scenarios.

`Invoke-WebRequest` does have the ability to maintain state information—you have to help it to do so. Two parameters, `-SessionVariable` and `-WebSession`, support this capability. You'll use one or the other but never both.

You'll generally use `-SessionVariable` when you're sending an initial, or first, request to the server. For example, if you're retrieving a server's login page, use this:

```
PS C:\> $r = Invoke-WebRequest http://www.facebook.com/login.php
-SessionVariable fb
```

This code will result in the creation of a variable `$fb` as the session variable. PowerShell will populate `$fb` with a `WebRequestSession` object, and you'll use that for subsequent requests sent to that server. To do this, you'd pass the entire variable to the `-WebSession` parameter:

```
PS C:\> $r = Invoke-WebRequest http://whatever.com -WebSession $fb
```

NOTE You'll find a complete walkthrough on how to log into Facebook from PowerShell in the help file for `Invoke-WebRequest`. It includes examples of how to construct the form contents to submit. We also suggest reading it, because it's a good example of how to maintain a multirequest, back-and-forth conversation with a web server.

14.1.2 Working with the HTML results

On a machine with IE installed, the result of your web request is a parsed HTML document. For example, our request for the home page of Bing.com resulted in the following being stored in our `$html` variable:

```
PS C:\> $html
StatusCode      : 200
StatusDescription : OK
```

```

Content      : <!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0
              Transitional//EN" "http://www.w3.org/TR/xhtml1/DTD/xhtml
              m1-transitional.dtd"><html lang="en" xml:lang="en"
              xmlns="http://www.w3.org/1999/xhtml"><head><meta ...

RawContent   : HTTP/1.1 200 OK
              Connection: keep-alive
              Content-Length: 32595
              Cache-Control: private, max-age=0
              Content-Type: text/html; charset=utf-8
              Date: Tue, 13 Mar 2012 17:55:21 GMT
              P3P: CP="NON UNI COM NAV...

Forms        : {sb_form}
Headers      : {[Connection, keep-alive], [Content-Length, 32595],
              [Cache-Control, private, max-age=0], [Content-Type,
              text/html; charset=utf-8]...}

Images       : {}
InputFields  : {@{innerHTML=; innerText=; outerHTML=<INPUT
              id=sb_form_q title="Enter your search term"
              class=sw_qbox name=q autocomplete="off">; outerText=;
              tagName=INPUT; id=sb_form_q; title=Enter your search
              term; class=sw_qbox; name=q; autocomplete=off},
              @{{innerHTML=; innerText=; outerHTML=<INPUT tabIndex=0
              id=sb_form_go title=Search class="sw_qbtn sw_sb"
              type=submit name=go>; outerText=; tagName=INPUT;
              tabIndex=0; id=sb_form_go; title=Search;
              class=sw_qbtn sw_sb; type=submit; name=go},
              @{{innerHTML=; innerText=; outerHTML=<INPUT id=sa_qs
              type=hidden value=bs name=qs>; outerText=;
              tagName=INPUT; id=sa_qs; type=hidden; value=bs;
              name=qs}, @{{innerHTML=; innerText=; outerHTML=<INPUT
              type=hidden value=QBLH name=form>; outerText=;
              tagName=INPUT; type=hidden; value=QBLH; name=form}}

Links        : {@{innerHTML=Explore ; innerText=Explore ;
              outerHTML=<A onmousedown="return
              si_T('&ID=SERP,5002.1')"
              href="/explore?FORM=BXLH">Explore </A>;
              outerText=Explore ; tagName=A; onmousedown=return
              si_T('&ID=SERP,5002.1');
              href=/explore?FORM=BXLH}, @{{innerHTML=Images;
              innerText=Images; outerHTML=<A
              onclick="selectScope(this, 'images');"
              onmousedown="return si_T('&ID=SERP,5013.1')"
              href="/images?FORM=Z9LH">Images</A>;
              outerText=Images; tagName=A;
              onclick=selectScope(this, 'images');;
              onmousedown=return si_T('&ID=SERP,5013.1');
              href=/images?FORM=Z9LH}, @{{innerHTML=Videos;
              innerText=Videos; outerHTML=<A
              onclick="selectScope(this, 'video');"
              onmousedown="return si_T('&ID=SERP,5014.1')"
              href="/videos?FORM=Z9LH1">Videos</A>;
              outerText=Videos; tagName=A;
              onclick=selectScope(this, 'video');;
              onmousedown=return si_T('&ID=SERP,5014.1');
              href=/videos?FORM=Z9LH1}, @{{innerHTML=Shopping;

```

```

        innerText=Shopping; outerHTML=<A
        onclick="selectScope(this, 'commerce');"
        onmousedown="return si_T('&ID=SERP,5015.1') "
        href="/shopping?FORM=Z9LH2">Shopping</A>;
        outerText=Shopping; tagName=A;
        onclick=selectScope(this, 'commerce');;
        onmousedown=return si_T('&ID=SERP,5015.1');
        href=/shopping?FORM=Z9LH2}...}
ParsedHtml      : System.__ComObject
RawContentLength : 32595

```

You can see that the resulting object contains the following properties:

- **StatusCode**—The HTTP status code for our request. A “200” is good news, indicating a successful request.
- **StatusDescription**—A textual version of the status code.
- **Content**—The raw, unparsed HTML content.
- **RawContent**—The entire response, including various headers.
- **Forms**—A collection of HTML forms on the page (which will be empty if there are no forms).
- **Headers**—A collection of HTML headers sent with the response.
- **Images**—A collection of the tags from the page.
- **InputFields**—A collection of the <INPUT> tags from the page.
- **Links**—A collection of the <A> tags from the page.
- **ParsedHTML**—A Document Object Model (DOM) object with the page’s tag hierarchy. We’re not going to dive into this in detail because it’s “developer-y,” but if you’d like to explore further, you’ll find a decent tutorial at www.javascriptkit.com/javatutors/dom.shtml.
- **RawContentLength**—The number of bytes in the response.

Of this set, the **StatusCode**, **Forms**, **Headers**, **Images**, **InputFields**, and **Links** properties are probably the easiest to use. **StatusCode** states the obvious; the others are all collections of tags. Each tag is presented as an object. For example, this is a link:

```

PS C:\> $html.links[0]

innerHTML      : Explore
innerText      : Explore
outerHTML      : <A onmousedown="return si_T('&ID=SERP,5002.1') "
                href="/explore?FORM=BXLH">Explore </A>
outerText      : Explore
tagName        : A
onclick        : return si_T('&ID=SERP,5002.1')
href           : /explore?FORM=BXLH

```

As you can see, there are subproperties for the link’s HTML, text, destination URL, and so forth. This means you could create a list of all destination URLs on this page, as follows:

```

PS C:\> $links = $html.links | select -expand href
PS C:\> $links
/explore?FORM=BXLH

```

```

/images?FORM=Z9LH
/videos?FORM=Z9LH1
/shopping?FORM=Z9LH2
/news?FORM=Z9LH3
/maps/?FORM=Z9LH4
/travel/?cid=homenav&FORM=Z9LH5
/entertainment?FORM=Z9LH6
/profile/history?FORM=Z9LH7

```

This technique created a collection of simple String objects, making it easy to enumerate through those, if you wanted to do so for some reason. Similarly, let's look at the one and only form on the page:

```

PS C:\> $html.forms[0] | format-list *

Id      : sb_form
Method  : get
Action  : /search
Fields  : {[sb_form_q, ], [sb_form_go, ], [sa_qs, bs], [form, QBLH]}

```

This tells us there's a form named `sb_form`, which uses the GET request method, submits to a page called `/search`, and contains four form fields.

Obviously, one of the big tricks in working with HTML is to understand HTML itself, which isn't something we're going to teach you in this book. PowerShell only provides a means of getting to the HTML data, once you know what it is you're working with.

14.1.3 Practical example

As a simple yet practical example, you'll write a command that searches Bing.com for the term "cmdlet" and returns the URLs for the top 10 results:

```

PS C:\> Invoke-WebRequest -uri 'http://www.bing.com/search?q=cmdlet&form=AP
MCS1' | select -expand links | select -expand href -first 10
/?scope=web&FORM=Z9FD
/images/search?q=cmdlet&FORM=BIFD
/videos/search?q=cmdlet&FORM=BVFD
/shopping/search?q=cmdlet&mkt=en-US&FORM=BPFD
/news/search?q=cmdlet&FORM=BNFD
/maps/default.aspx?q=cmdlet&mkt=en-US&FORM=BYFD
/explore?q=cmdlet&FORM=BXFD
http://www.msn.com/
http://mail.live.com/

```

Being able to easily send web requests and deal with the results opens up a wide range of possibilities in PowerShell. This capability was available in earlier versions of the shell but required you to use low-level .NET Framework classes that are now nicely wrapped up into a single handy cmdlet.

14.1.4 Creating HTML output

PowerShell can also create HTML output from almost any command (except commands that produce no output, or the `Format-` commands, which produce a specialized form of output). Here's a simple example:

```
PS C:\> Get-Service | where { $_.Status -eq 'Running' } | ConvertTo-HTML |
Out-File RunningServices.html
```

This code produces the HTML shown in figure 14.1. You can open the HTML file by passing its path to `Invoke-Item`:

```
PS C:\> Invoke-Item -Path ./RunningServices.html
```

TIP Any file that's linked to an application through a file association can be opened using `Invoke-Item`. This includes Word documents, Excel spreadsheets, TXT files (Notepad), or CSV files (Excel).

Figure 14.1 shows a simplistic HTML table, but you can tweak it quite a bit. Notice that we explicitly needed to pipe the HTML content to `Out-File` in order to get it into a

Name	RequiredServices	CanPauseAndContinue	CanShutdown	CanStop	D
AeLookupSvc	System.ServiceProcess.ServiceController []	False	False	True	Aj Ex
BFE	System.ServiceProcess.ServiceController []	False	False	True	Be Er
BITS	System.ServiceProcess.ServiceController []	False	False	True	Be In Tr Se
BrokerInfrastructure	System.ServiceProcess.ServiceController []	False	False	False	Be In
CryptSvc	System.ServiceProcess.ServiceController []	False	True	True	Cr Se
DcomLaunch	System.ServiceProcess.ServiceController []	False	False	False	Dr Pr Le
defragsvc	System.ServiceProcess.ServiceController []	True	True	True	Dr dr
Dhcp	System.ServiceProcess.ServiceController []	False	True	True	Dr
Dnscache	System.ServiceProcess.ServiceController []	False	False	True	Dr
DPS	System.ServiceProcess.ServiceController []	False	True	True	Dr Pe
DsmSvc	System.ServiceProcess.ServiceController []	False	False	True	Dr M
EventLog	System.ServiceProcess.ServiceController []	False	True	True	W Ev
EventSystem	System.ServiceProcess.ServiceController []	False	False	True	Cr

Figure 14.1 `ConvertTo-HTML` creates simple HTML tables from the command output.

file; the `ConvertTo` verb changes the format of something (to HTML in this case), but it leaves the converted data in the shell's pipeline.

The `ConvertTo-HTML` command has a number of useful parameters:

- `-Property` lets you specify the properties you want displayed. You could also do this by piping the output to `Select-Object` first. If you're bringing data across the network from a remote machine, then filter it when you retrieve the data.
- `-Head` lets you specify HTML-formatted text to be included in the `<HEAD>` section of the final HTML.
- `-Title` lets you specify a title for the page, which will appear in the browser's window title bar. Don't use this and `-Head` at the same time, because they modify the same section of the HTML page and `-Title` will be ignored!
- `-CssUri` lets you specify the URL of a Cascading Style Sheet (CSS) file, which can specify better-looking formatting directives for the page. A browser combines the CSS and HTML to render the final output. Figure 14.2 shows our example HTML page with a CSS applied.
- You can use `-PostContent` and `-PreContent` to add textual content after or before the main HTML table constructed by the cmdlet. You can use them to briefly explain what's being shown or add other information to the page.

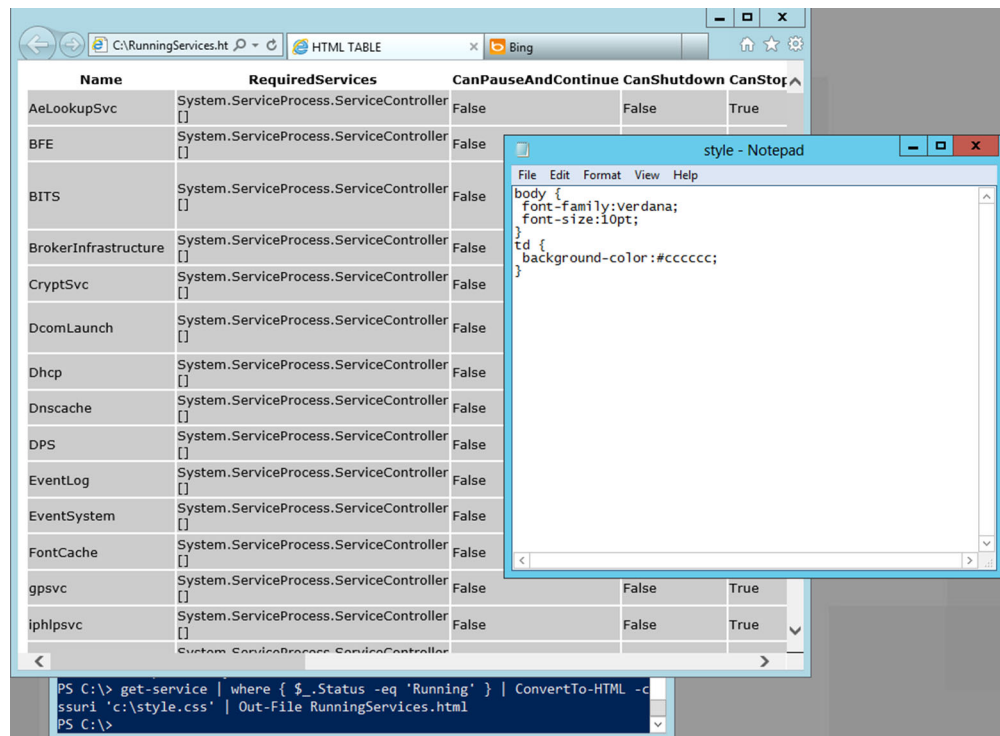


Figure 14.2 Adding a CSS style sheet to change the appearance of the HTML page

ConvertTo-HTML normally produces an entire HTML web page, including the outer <HTML> tags, the initial <HEAD> section, and so forth. But you can also use it to produce only an HTML fragment. Such fragments aren't intended for stand-alone use but can be used to construct a multisection HTML page. Combining it with the -As parameter, which lets you change the output from the default table form into a list, you can create some impressive-looking reports in HTML. The following listing shows an example.

Listing 14.1 Creating an HTML report

```
$computername = 'WIN8'
$b = Get-WmiObject -class Win32_ComputerSystem -Computer $computername |
    Select-Object -Property Manufacturer,Model,
    @{name='Memory(GB)';expression={$_.TotalPhysicalMemory / 1GB -as [int]}},
    @{name='Architecture';expression={$_.SystemType}},
    @{name='Processors';expression={$_.NumberOfProcessors}} |
    ConvertTo-HTML -Fragment -As LIST
    -PreContent "<h2>Computer Hardware:</h2>" |
    Out-String

$b += Get-WmiObject -class Win32_LogicalDisk -Computer $computername |
    Select-Object -Property @{n='DriveLetter';e={$_.DeviceID}},
    @{name='Size(GB)';expression={$_.Size / 1GB -as [int]}},
    @{name='FreeSpace(GB)';expression={$_.FreeSpace / 1GB -as [int]}} |
    ConvertTo-HTML -Fragment -PreContent "<h2>Disks:</h2>" |
    Out-String

$b += Get-WmiObject -class Win32_NetworkAdapter -Computer $computername |
    Where { $_.PhysicalAdapter } |
    Select-Object -Property MACAddress,AdapterType,DeviceID,Name |
    ConvertTo-HTML -Fragment
    -PreContent "<h2>Physical Network Adapters:</h2>" |
    Out-String

$head = '@'
<style>
body { background-color:#dddddd;
    font-family:Tahoma;
    font-size:12pt; }
td, th { border:1px solid black;
    border-collapse:collapse; }
th { color:white;
    background-color:black; }
table, tr, td, th { padding: 2px; margin: 0px }
table { margin-left:50px; }
</style>
'@

ConvertTo-HTML -head $head -PostContent $b `
-Body "<h1>Hardware Inventory for $ComputerName</h1>" |
Out-File -FilePath "$computername.html"

Invoke-Item -Path "$computername.html"
```

The code in listing 14.1 queries three different things from WMI, creates some custom output properties, and converts the results to HTML fragments. The first one is created as a list rather than the usual HTML table. All the HTML is converted to a string (Out-String) and appended to a variable, \$b.

The \$head variable is created to contain an embedded HTML style sheet, eliminating the need to put the CSS into a separate file. Everything is then fed to ConvertTo-HTML one last time to combine it all into a completed HTML page, which is shown in figure 14.3.

This is a powerful technique and one you can easily expand to include additional sections of information.

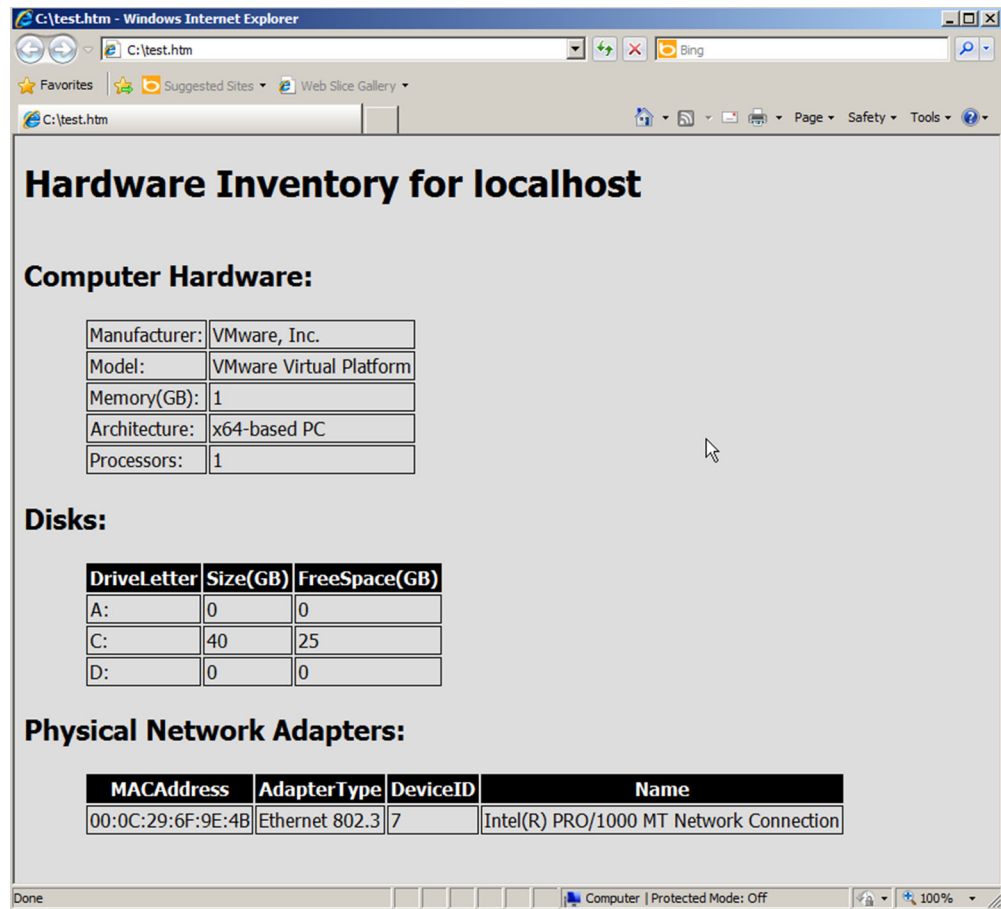


Figure 14.3 Creating a multipart HTML report in PowerShell

14.2 Working with XML

PowerShell's XML abilities are no less amazing than its HTML abilities. We'll cover a couple of specific use cases and the commands and techniques that help you accomplish each in the next sections.

14.2.1 Using XML to persist data

One common use of XML is to preserve complex, hierarchical data in a simple, text-based format that's easily transmitted across networks, copied as files, and so forth. XML's other advantage is that it can be read by humans if required. Objects, PowerShell's main form of command output, are one common kind of complex, hierarchical data, and a pair of PowerShell cmdlets can help convert objects to and from XML. This process is called *serializing* (converting objects to XML) and *deserializing* (converting XML back into objects), and it's almost exactly what happens in PowerShell Remoting (covered in chapter 10) when objects need to be transmitted over the network. Here's a quick example:

```
PS C:\> Get-Process | Export-Clixml proc_baseline.xml
```

This code creates a static, text-based representation of the processes currently running on the computer. The `Export-Clixml` cmdlet produces XML that's specifically designed to be read back in by PowerShell:

NOTE The `Export` verb, unlike the `ConvertTo` verb, combines the acts of converting the objects into another data format *and* writing them out to a file.

```
PS C:\> Import-Clixml .\proc_baseline.xml | sort -property pm -Descending |
select -first 10
```

Handles	NPM (K)	PM (K)	WS (K)	VM (M)	CPU (s)	Id	ProcessName
783	77	336420	285772	819	43.69	2204	powershell
544	41	196500	166980	652	13.41	2660	powershell
348	24	91156	39032	600	1.28	92	wsmprovhost
186	18	52024	35472	170	5.56	716	dwm
329	28	24628	24844	213	0.30	2316	iexplore
311	26	24276	22308	213	0.30	108	iexplore
210	14	20628	26228	69	5.95	1828	WmiPrvSE
1327	41	19608	33164	126	49.45	764	svchost
398	15	19164	21120	56	3.95	728	svchost
722	47	17992	23080	1394	13.45	924	svchost

The previous example demonstrates that the objects are imported from XML and placed, as objects, into the pipeline, where they can again be sorted, selected, filtered, and so forth. These deserialized objects are static, and their methods have been removed because they're no longer "live" objects against which actions can be taken. But because XML captures a hierarchy of object data, it's an excellent tool for capturing complex objects.

JSON

PowerShell v3 introduces another potential intermediary form: JavaScript Object Notation (JSON). Two cmdlets are provided:

```
ConvertTo-Json
ConvertFrom-Json
```

When converting a PowerShell object to JSON, properties are converted to field names, the field values are converted to property values, and the methods are removed. This last point is important because it means you end up with an inert object when you convert back. In the CliXML example, you'd get a `Deserialized.System.Diagnostics.Process` object returned—that is, a `Process` object with the methods removed.

Try performing the same actions with JSON:

```
Get-Process | ConvertTo-Json | ConvertFrom-Json |
sort -property pm -Descending | select -first 10
```

This won't give the same results as the type returned by `ConvertFrom-Json`, which is a `System.Management.Automation.PSCustomObject`, and as such the default formatting for the `Process` object won't apply.

We recommend using the CliXML format as an intermediary rather than JSON.

14.2.2 Reading arbitrary XML data

You might also have a need to work with XML that comes from other sources. For example, the following is a brief XML file that contains information about two computers. You'll use it in a running example:

```
<computers>
  <computer name='WIN8' />
  <computer name='LOCALHOST' />
</computers>
```

WARNING Unlike most of PowerShell, XML tags are case sensitive. Using `<computers>` and `</Computers>` won't work. Be careful if you're retyping this example to get it exactly as shown here.

PowerShell's `Get-Content` command can read the plain-text content of this XML file, but it'll treat it as plain text. By casting the result as the special `[xml]` data type, you can force PowerShell to parse the XML into a data structure. You'll store the result in a variable to allow you to work with it and display the contents of the variable:

```
PS C:\> [xml]$xml = Get-Content .\inventory.xml
PS C:\> $xml

computers
-----
computers
```

You can see that the variable contains the top-level XML element, the `<computers>` tag. That top-level element has become a property—now you can start exploring the object hierarchy:

```
PS C:\> $xml.computers
computer
-----
{WIN8, LOCALHOST}
PS C:\> $xml.computers.computer[0]
name
----
WIN8
PS C:\> $xml.computers.computer[1]
name
----
LOCALHOST
```

You can see how it's easy to explore the object model from this point.

14.2.3 Creating XML data and files

But reading XML data is only half the fun. PowerShell also lets you create XML files that can be used outside of PowerShell with the `ConvertTo-XML` cmdlet:

```
PS C:\> $xml=Get-WmiObject Win32_Volume | ConvertTo-Xml
PS C:\> $xml
xml                                     Objects
---                                     -
version="1.0"                          Objects
PS C:\> $xml.objects.object[0]
Type                                     Property
----                                     -
System.Management.ManagementObject     {PSComputerName, __GENUS, __CLAS...
PS C:\> $xml.GetType().Name
XmlDocument
```

You haven't created an XML file but only an XML representation of the `Get-WmiObject` result. But assuming you have the XML experience and knowledge, you could explore or modify the XML document.

When you're ready to save the XML document to a file, invoke the `Save()` method. You should specify the full path and filename:

```
PS C:\> $xml.Save("c:\work\volume.xml")
```

Unlike `ConvertTo-HTML`, you can't pipe to `Out-File` and expect an XML document. You need to take this manual step. But you can use a shortcut like the following to do it all in one step:

```
(Get-WmiObject Win32_Volume | ConvertTo-Xml).Save("c:\work\volume.xml")
```

14.2.4 Using XML XPath queries

XPath is a query language that's designed to pick information out of an XML file; PowerShell's `Select-XML` cmdlet can process these XPath queries. To start with, let's load one of PowerShell's configuration files—which are in XML—as an example:

```
PS C:\> [xml]$xml = Get-Content $pshome\types.ps1xml
```

NOTE XPath is a complex query language, and a full explanation is outside the scope of this book. We've found the tutorial at www.w3schools.com/xpath/ to be helpful in constructing XPath queries.

Now let's say you want to get a list of all of the `AliasProperty` definitions in that file:

```
PS C:\> $xml | select-xml -xpath '/Types/Type/Members/AliasProperty' |
Select -expand node
```

Name	ReferencedMemberName
-----	-----
Count	Length
Name	Key
Name	ServiceName
RequiredServices	ServicesDependedOn
PSComputerName	__SERVER
ProcessName	Name
Handles	Handlecount
VM	VirtualSize
WS	WorkingSetSize
Name	ProcessName
Handles	Handlecount
VM	VirtualMemorySize
WS	WorkingSet
PM	PagedMemorySize
NPM	NonpagedSystemMemorySize
Name	__Class
Namespace	ModuleName
ProcessName	Name
Handles	Handlecount
VM	VirtualSize
WS	WorkingSetSize

This is a basic example, but it illustrates the power of XPath. What you're not seeing is the speed: Even though that file is 251 KB, PowerShell executed the XPath query in a fraction of a second.

14.3 Summary

With so much of the world's data in XML and/or HTML, being able to work those formats can be handy. PowerShell provides a variety of capabilities that should be able to address most common situations; obviously, the more knowledge you have of those formats and how they're used, the more effective you'll be with PowerShell's ability to handle them.

15

PSDrives and PSProviders

This chapter covers

- Understanding PSProviders
- Working with PSDrives
- Using transactional processing

When you add a module or a PSSnapin to PowerShell, you usually take this step because of the commands contained within those extensions. But extensions can also add something called a *PSProvider* to the shell, and those providers can be useful in ways many administrators haven't realized are possible.

15.1 Why use PSProviders?

PSProviders, or *providers* for short, don't immediately seem like a good idea for administration, but they are. To better understand what providers are, and what advantages they offer, you have to understand the other way of managing things in PowerShell: using commands.

Think about what developers at Microsoft have to do when they're designing a set of commands. Take Active Directory as an example: First, they have to think of the nouns they'll create. In other words, what kinds of things exist in Active Directory?

These can include users, computers, contacts, printers, organizational units, and so forth. Once they have a list of the available nouns, they think of what they can do with those things, and that's their list of verbs: Create new ones, delete them, modify them, move them, and so on. Combine the two lists and you have the list of commands that you'll need to create: `New-ADUser`, `Set-ADUser`, `Remove-ADUser`, and on and on.

That technique works fine when the list of things—that is, the nouns—can all be known in advance. Technically, in Active Directory you can't ever know all the nouns in advance, because Active Directory can have its schema extended. You might, for example, add a class that represents a door, so that Active Directory can contain security information about your office building. There's no way Microsoft could know about that in advance, and so you wouldn't have commands for it, meaning you couldn't manage it directly. It may be possible to manage through a generic command (`*-ADObject`). In reality, companies don't like to extend their Active Directory schema that much, so the nouns Microsoft knows about—users, computers, and so forth—are likely the only ones you'll ever have.

But take another example, like Internet Information Services (IIS). IIS isn't only designed to be extensible; it almost insists on it! Some IIS machines have ASP.NET, whereas others have PHP. Some might have the URL Rewrite feature installed, whereas others might have that along with some advanced caching module. You never know in advance what might be installed.

That's where a provider comes in handy. For anything that can be represented as a hierarchy, a provider can dynamically discover what's available and give you a way of discovering it and manipulating it. A provider doesn't need to know in advance what the nouns and verbs are. Unfortunately, that makes providers a bit trickier to use. Without knowing in advance what the nouns and verbs are, you're stuck with a fairly generic set of commands that can manipulate almost anything a provider might see. Those commands have help files, of course, but the help is also generic, so it's difficult to find practical examples that apply to a specific technology. The same sets of commands are used to manage IIS, SQL Server, WS-MAN, and many other technologies.

That difficulty is one reason the IIS team didn't commit 100 percent to a provider. They do know certain nouns in advance, because IIS will always contain things like websites, application pools, and so forth. Those are the things you're most likely going to manipulate in PowerShell, so the IIS team created regular commands for them. The provider for IIS exists to handle everything else.

15.2 What are PSProviders?

A PSProvider is essentially an adapter that connects PowerShell to some external technology and that represents that external technology as a hierarchical data store. It makes external systems look like disk drives.

You can see a list of all currently loaded providers by running `Get-PSProvider`. Keep in mind that when you load a module or snap-in, it can also load additional providers, so it's a good idea to periodically run `Get-PSProvider` and see what's available to you.

A good provider developer will always provide a help file for the provider, which is the one place they can offer nongeneric examples of how to use the provider. Most people don't even realize that provider help exists, but if you run `Help FileSystem`, you'll see an example of what provider help looks like. You use the normal `Help` command, along with the name of a provider (`FileSystem`, `Registry`, `Wsmn`, and so on) to learn how to use a provider.

In and of themselves, providers aren't useful, because you can't use them directly. Instead, they're used to create *PSDrives*.

NOTE Be aware that providers are designed for PowerShell. How they interact with the rest of the operating system varies. For example, changes you make using the `Registry` provider will be reflected in the operating system. But changes you make using the `Environment` provider affect only your current PowerShell session. If you change the value of an environment variable using the provider, it has no effect outside of PowerShell.

15.3 What are PSDrives?

A *PSDrive* is a provider in action. Keep in mind that a provider is an adapter that connects PowerShell to some external system; a *PSDrive* is an adapter being used to connect to a specific system.

PSDrives don't have drive letters; instead, they have drive *names*. That's because 26 letters wouldn't be enough to handle all the drives PowerShell might have connected at any one time, and because names are a bit easier to remember than single letters.

By default, PowerShell maps a number of *PSDrives*, using some of its built-in adapters, every time it starts. When a module or snap-in includes a provider, it'll usually map a *PSDrive* or two when the module or snap-in loads. To see a list of all currently available *PSDrives*, run `Get-PSDrive`. The command will show you the drives, where they're mapped to, which provider is handling the connection, and other information.

NOTE Your currently attached disk drives will still retain their letters and be visible as PowerShell *PSDrives*.

To create a new *PSDrive*, you run the `New-PSDrive` command. What you'll normally want to do is change to an already-connected *PSDrive* that uses the same provider and then run the command. That's because each provider can provide its own specific version of `New-PSDrive`. For example, the `ActiveDirectory` module included with Windows Server 2008 R2 and later provides a special version of `New-PSDrive`. If you need to connect a *PSDrive* to an Active Directory domain, you must do so while in the default `AD:` drive that's created when you load the `ActiveDirectory` module. Not all providers include a special version of `New-PSDrive`, but by changing to an existing drive that uses the provider, you'll be assured of using any special version that might

be in there. That specialized version, if one exists, will also include help that's specific for how it works, so you'll want to view the help from within an existing drive as well, for example:

```
PS C:\> Import-Module ActiveDirectory
PS C:\> Set-Location AD:
PS C:\> Help New-PSDrive
```

NOTE You'll usually see folks use the `cd` alias of `Set-Location` rather than using the full cmdlet name. You should also check the `Push-Location` and `Pop-Location` cmdlets if you aren't familiar with their actions.

15.4 Working with PSDrives

PowerShell includes about a dozen generic commands that are designed to work with the contents of a PSDrive. Many of these have aliases that correspond to old-school DOS or `Cmd.exe` commands, because the filesystem drives are some of the most commonly used PSDrives. The commands, and their most common aliases, are as follows:

- `Clear-Item` (`cli`)
- `Copy-Item` (`copy`, `cpi`, or `cp`)
- `Get-ChildItem` (`dir`, `ls`, or `gci`)
- `Get-Item` (`gi`)
- `Invoke-Item` (`ii`)
- `Move-Item` (`move`, `mv`, or `mi`)
- `New-Item` (`ni`)
- `Remove-Item` (`erase`, `del`, `rd`, `ri`, or `rm`)
- `Rename-Item` (`rni` or `ren`)
- `Set-Item` (`si`)
- `Clear-ItemProperty` (`clp`)
- `Copy-ItemProperty` (`cpp`)
- `Get-ItemProperty` (`gp`)
- `Move-ItemProperty` (`mp`)
- `New-ItemProperty`
- `Rename-ItemProperty` (`rnp`)
- `Set-ItemProperty` (`sp`)

As you can see from the command names, a PSDrive can contain two different generic kinds of object: an item and an item property. There are also the `Set-Location` command, which changes your location to a different PSDrive or within a PSDrive, and the `Get-Location` command, which displays the current location. Read `Get-Help about_Core_commands` and `Get-Help about_providers` for further information.

NOTE The `FileSystem` provider is the one you tend to work with the most, and it's also the one around which the provider and PSDrive terminology are

based. We'll focus on the filesystem for our main examples but also include examples using other providers so that you can see how the terminology and techniques carry over.

15.4.1 Working with PSDrive items

In the filesystem, an “item” is either a folder or a file, because those are the only two things the filesystem can contain. When you're using other providers, objects are presented as a hierarchy of files and folders, as if they were also a filesystem. But under the hood, that isn't always the case.

Here's a simple sequence of commands that creates a text file, renames it, creates a folder, and moves the file to that folder:

```
PS C:\> dir > directory.txt
PS C:\> ren directory.txt dir.txt
PS C:\> md files

Directory: C:\

Mode                LastWriteTime         Length Name
----                -
d----             11/27/2011  11:00 AM             files

PS C:\> move dir.txt files
```

If you're paying close attention, you'll see the use of `md`, which wasn't included on the list of aliases we provided earlier. That's because it isn't an alias to a command—it's an alias to a built-in function named `Mkdir`:

```
PS C:\> get-alias md

CommandType      Name                Definition
-----
Alias             md                  mkdir

PS C:\> get-content function:\mkdir
```

TIP Try running `Get-Content function:\mkdir`. The output is long, but you'll see that it's a function that runs `New-Item` under the hood.

You don't have to use `Md` or `Mkdir` to create new folders. Instead, you could run the `New-Item` command, which is what `Mkdir` is running under the hood:

```
PS C:\> New-Item -Type Directory -Name Test

Directory: C:\

Mode                LastWriteTime         Length Name
----                -
d----             11/27/2011  11:05 AM             Test
```

The `Mkdir` function takes care of adding the `-Type Directory` parameter so that you don't have to type it.

If you have experience using older command-line shells, whether from MS-DOS or a Unix or Linux system, then working with items will be familiar to you. It's true that

the parameters of commands like `Get-ChildItem` (which you probably know as `dir` or `ls`) differ from the older commands that you've used in the past, but PowerShell's help system can show you the new syntax any time you need a reminder.

Two things that can trip you up about the item-related commands are the `-path` and `-literalPath` parameters that they all support. The `-path` parameter is what gets used by default when you don't specify a parameter name:

```
PS C:\> dir windows
```

That command is using the `-path` parameter. That parameter accepts wildcards, meaning the `?` character stands in for any single character, and the `*` character stands in for any one or more characters:

```
PS C:\> dir win*
```

That's all well and good, and it's what you'd normally expect to happen in the filesystem. In the Windows filesystem, neither `?` nor `*` is legal in a file or folder name. They're reserved, by the filesystem, as wildcard characters. You'd never have a file named `D?n`, but specifying that with one of the item commands would match `Dan`, `Don`, `Dun`, and so forth.

A problem arises when you remember that there are providers other than the File-System one, and in other data stores both `?` and `*` are legal characters. For example, it's completely legal to have a Registry key named "Modified?" or "Ex*tra." But if you tried to use the normal `-path` parameter with those, you'd get "Modified?" along with "ModifiedA" and "ModifiedB," because the `-path` parameter always treats `?` and `*` as a wildcard. Therefore, you should use the `-literalPath` parameter, which treats `?` and `*` as literal characters rather than as wildcards. You'll need to use the `-literalPath` parameter any time a path contains `?` or `*`, which might be the case in some of the nonfilesystem providers.

If you have access to a Windows Server 2008 R2 or later computer, and if it has IIS installed, try this:

```
PS C:\> import-module web*
PS C:\> cd iis:
PS IIS:\> dir
```

```
Name
----
AppPools
Sites
SslBindings
```

Here you load the `WebAdministration` module, which adds an IIS `PSProvider` and automatically uses that provider to map an `IIS: PSDrive`. You then change to that drive and list its top-level contents. As you can see, the IIS server has three top-level items: `AppPools`, `Sites`, and `SslBindings`.

A word about PSDrive names

This can be a bit tricky, so we want to call your attention to it. As we've mentioned, all PSDrives have a name, which is what you use to refer to them. Your computer probably has a C drive, an HKCU drive, an HKLM drive, and so forth. *The drive names do not include a colon at the end.*

When you work with these drives, you'll often see a colon after the name. For example, running `cd hkcu` doesn't work, because PowerShell tries to treat the `hkcu` as the name of an item. Putting a colon after a drive name is a cue to the shell that this is a drive name. Running `cd hkcu:` will change you to the HKCU drive.

Normally, you'll only use the colon when you're including the drive name as part of a path, such as when you're specifying a `-path` or `-literalPath` parameter. If a command needs only the name of a drive—such as when you're using `New-PSDrive` to connect a new drive—then you don't use the colon.

From here, you can use `cd` to move around the drive and use `dir` to see its contents:

```
PS IIS:\> cd .\AppPools
PS IIS:\AppPools> dir
```

Name	State	Applications
----	-----	-----
1af7c46fb0ee418db1735836	Started	/Topology...
832e13c26dbd40e4a4a420a1	Started	/b7a2fc705e6945ef90251b9dc2e59b0d...
Classic .NET AppPool	Started	
DefaultAppPool	Started	Default Web Site
SecurityTokenServiceAppl	Started	/SecurityTokenServiceApplicationPool...
SharePoint - 80	Started	SharePoint - 80
SharePoint Central Admin	Started	SharePoint Central Administration v4...
SharePoint Web Services	Stopped	SharePoint Web Services Root

You'll notice that the “directory listings” for different drives all look a bit different, depending on the provider in use. A directory listing for the C: drive, for example, won't include “State” and “Applications” columns, because those make no sense in the filesystem. In the IIS provider, those columns do make sense. This is the most confusing part about working with providers and PSDrives. You have to remember that every data store you connect to works a bit differently. Although PowerShell does its best to make them all look like files and folders, under the hood they aren't, and some differences are inevitable.

15.4.2 Working with item properties

In the filesystem, “items” are files and folders. These items all have properties, such as a file's “Read Only” attribute. The item property commands, such as `Get-ItemProperty` and `Set-ItemProperty`, enable you to work with those properties:

```
PS C:\> Get-ItemProperty test.ps1 | Format-List *
```

PSPath	: Microsoft.PowerShell.Core\FileSystem::C:\test.ps1
PSParentPath	: Microsoft.PowerShell.Core\FileSystem::C:\

```

PSChildName      : test.ps1
PSDrive          : C
PSProvider       : Microsoft.PowerShell.Core\FileSystem
VersionInfo      : File:          C:\test.ps1
                  InternalName:
                  OriginalFilename:
                  FileVersion:
                  FileDescription:
                  Product:
                  ProductVersion:
                  Debug:          False
                  Patched:       False
                  PreRelease:    False
                  PrivateBuild:  False
                  SpecialBuild:  False
                  Language:
BaseName         : test
Mode             : -a---
Name             : test.ps1
Length           : 2518
DirectoryName    : C:\
Directory        : C:\
IsReadOnly       : False
Exists           : True
FullName         : C:\test.ps1
Extension        : .ps1
CreationTime     : 11/1/2011 7:57:42 AM
CreationTimeUtc  : 11/1/2011 2:57:42 PM
LastAccessTime   : 11/1/2011 7:57:42 AM
LastAccessTimeUtc : 11/1/2011 2:57:42 PM
LastWriteTime    : 11/26/2011 8:04:47 PM
LastWriteTimeUtc : 11/27/2011 4:04:47 AM
Attributes       : Archive, NotContentIndexed

```

Obviously, the properties displayed will be different across different providers: Items in the Registry, for example, will have different properties than items in the filesystem. In fact, the Registry is a good example of where item properties get interesting. Take a look at figure 15.1, which shows Windows' graphical Registry Editor. We've opened it to HKEY_CURRENT_USER\Software\Microsoft\Notepad.

Now let's change to that same location using PowerShell:

```

PS C:\> cd hkcu:\software\microsoft\notepad
PS HKCU:\software\microsoft\notepad> dir

```

Wait, what? The directory listing is empty? Why wouldn't the directory listing include those four Registry values—iWindowPosDX, iWindowPosDY, and so forth?

In PowerShell's Registry provider, registry hives such as HKEY_LOCAL_MACHINE and HKEY_CURRENT_USER are connected as PSDrives. Registry keys, such as Software, Microsoft, and Notepad, are presented as items. If you run `Dir HKCU:\Software`, you'll get a listing of Registry keys under the Software key, because the `dir` alias points to `Get-ChildItem`, and because Registry keys are *items*.

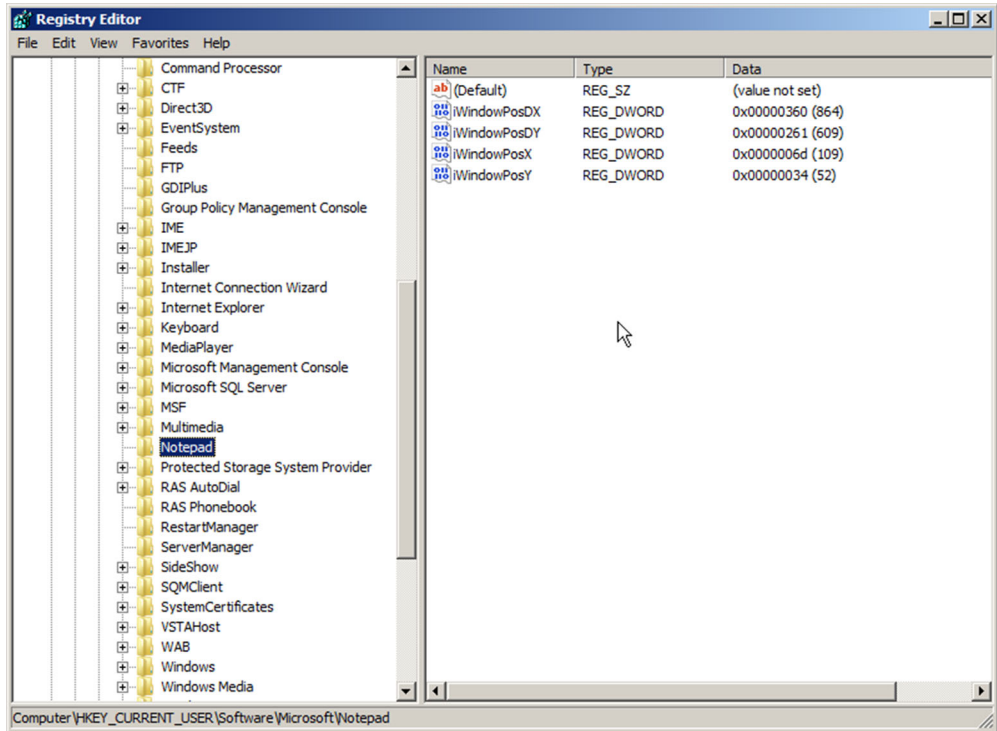


Figure 15.1 Examining a Registry key using the graphical Registry Editor

But Registry *values* are presented as item properties, so they don't show up when you run `Dir`. Instead, you have to switch to using the item property commands, such as `Get-ItemProperty`, or its alias, `gp`. Here's what you need to do:

```
PS HKCU:\software\microsoft\notepad> cd ..
PS HKCU:\software\microsoft> gp notepad
```

```
iWindowPosX      : 246
iWindowPosY      : 64
iWindowPosDX     : 1199
iWindowPosDY     : 630
fWrap             : 0
StatusBar         : 0
lfEscapement     : 0
lfOrientation     : 0
lfWeight         : 400
lfItalic         : 0
lfUnderline      : 0
lfStrikeOut      : 0
lfCharSet        : 0
lfOutPrecision   : 3
lfClipPrecision  : 2
lfQuality        : 1
```

```

lfPitchAndFamily : 49
lfFaceName       : Consolas
iPointSize       : 160
szHeader         :
szTrailer        :
iMarginTop       : 1000
iMarginBottom    : 1000
iMarginLeft      : 750
iMarginRight     : 750
PSPath           : Microsoft.PowerShell.Core\Registry::HKEY_CURRENT_USER
                 \Software\Microsoft\notepad
PSParentPath     : Microsoft.PowerShell.Core\Registry::HKEY_CURRENT_USER
                 \Software\Microsoft
PSChildName      : notepad
PSDrive          : HKCU
PSProvider       : Microsoft.PowerShell.Core\Registry

```

First, you change up a level in the hierarchy so that the shell is focused on HKCU:\Software\Microsoft. Then, you ask the shell to display the item properties of the Notepad key. Essentially, the Notepad key looks like a file, and the settings (or values) underneath it look like properties of the file.

From this same point, you can start to make changes:

```

PS HKCU:\software\microsoft> Set-ItemProperty -Path Notepad -Name iWindowPosX
-Value 120
PS HKCU:\software\microsoft> gp notepad -name iWindow*

iWindowPosX      : 120
iWindowPosY      : 64
iWindowPosDX     : 1199
iWindowPosDY     : 630
PSPath            : Microsoft.PowerShell.Core\Registry::HKEY_CURRENT_USER\Software
                 \Microsoft...
PSParentPath     : Microsoft.PowerShell.Core\Registry::HKEY_CURRENT_USER\Sof...
PSChildName      : notepad
PSDrive          : HKCU
PSProvider       : Microsoft.PowerShell.Core\Registry

```

You change the `iWindowPosX` Registry setting to 120 and then redisplay the settings under Notepad to confirm your change. Presumably, the next time you open Notepad, its window will be in a slightly different position because of this change.

When you consider this technique for modifying the Registry, commands like `New-ItemProperty` should start making sense to you. It doesn't make sense to add new properties to an actual file on the filesystem; the filesystem recognizes only the properties that it was designed to work with. In the Registry, though, item properties are the way Registry values are presented, and it absolutely makes sense that you're able to create new ones, as well as delete old ones, copy them, and so on.

15.5 Transactional operations

One cool feature of some, but not all, providers is support for transactional operations. Running `Get-PSProvider` will reveal the providers that support this feature:

```
PS C:\> Get-PSProvider
```

Name	Capabilities	Drives
Alias	ShouldProcess	{Alias}
Environment	ShouldProcess	{Env}
FileSystem	Filter, ShouldProcess, Credentials	{C, D, E, G...}
Function	ShouldProcess	{Function}
Registry	ShouldProcess, Transactions	{HKLM, HKCU}
Variable	ShouldProcess	{Variable}
Certificate	ShouldProcess	{Cert}
WSMan	Credentials	{WSMan}

You can see “Transactions” hiding at the end of the Registry provider’s Capabilities column. A *transaction* consists of a set of operations that you’ve queued up but that haven’t yet been implemented. As you add operations to the queue, PowerShell keeps track of them for you. When you’ve finished, you can either commit the entire batch or cancel the entire batch. The idea is to let you perform an entire set of tasks and ensure that either none of them completes or that all of them complete successfully. If an error crops up halfway through, you can cancel everything and start over.

Almost all of the item and item property commands include a `-UseTransaction` switch, which tells them to add something to the queue of an active transaction. To do that, you first have to start a transaction. Let’s walk through an example. We’ll start by evaluating the item properties of the `HKCU:\Software\Microsoft\Notepad` Registry key:

```
PS HKCU:\software\microsoft> get-itemproperty notepad

iWindowPosX      : 120
iWindowPosY      : 64
iWindowPosDX     : 1199
iWindowPosDY     : 630
fWrap            : 0
...
```

Next, start a transaction, and then make two changes to the Registry. Notice that each change is utilizing the `-UseTransaction` parameter:

```
PS HKCU:\software\microsoft> Start-Transaction

Suggestion [1,Transactions]: Once a transaction is started, only commands that get called with the -UseTransaction flag become part of that transaction.

PS HKCU:\software\microsoft> Set-ItemProperty -Path Notepad -Name iWindowPosX -Value 500 -UseTransaction
PS HKCU:\software\microsoft> Set-ItemProperty -Path Notepad -Name iWindowPosY -Value 50 -UseTransaction
```

Now, take a look at the Registry values again to see if your changes took effect:

```
PS HKCU:\software\microsoft> get-itemproperty Notepad -Name iWindowPos*

iWindowPosX      : 120
iWindowPosY      : 64
iWindowPosDX     : 1199
iWindowPosDY     : 630
```

```

PSPath      : Microsoft.PowerShell.Core\Registry::HKEY_CURRENT_USER\Sof...
PSParentPath : Microsoft.PowerShell.Core\Registry::HKEY_CURRENT_USER\Sof...
PSChildName  : notepad
PSDrive      : HKCU
PSProvider   : Microsoft.PowerShell.Core\Registry

```

The two changes seem to have been ignored. That's because they haven't happened, yet—they're queued up in the transaction. If you want to see what the Registry would look like after the transaction, you have to tell `Get-ItemProperty` to take the transaction's queue into account:

```

PS HKCU:\software\microsoft> get-itemproperty Notepad -Name iWindowPos*
➤ -useTransaction

iWindowPosDX : 1199
iWindowPosDY : 630
iWindowPosX  : 500
iWindowPosY  : 50
PSPath      : Microsoft.PowerShell.Core\Registry::HKEY_CURRENT_USER\Sof...
PSParentPath : Microsoft.PowerShell.Core\Registry::HKEY_CURRENT_USER\Sof...
PSChildName  : notepad
PSDrive      : HKCU
PSProvider   : Microsoft.PowerShell.Core\Registry

```

Ah, now you can see your changes. But they're still not real: The transaction is pending. You can run `Cancel-Transaction` to abandon your changes and shut down the transaction or run `Complete-Transaction` to go ahead and apply the pending changes:

```

PS HKCU:\software\microsoft> Complete-Transaction
PS HKCU:\software\microsoft> get-itemproperty Notepad -Name iWindowPos*

iWindowPosX  : 500
iWindowPosY  : 50
iWindowPosDX : 1199
iWindowPosDY : 630
PSPath      : Microsoft.PowerShell.Core\Registry::HKEY_CURRENT_USER\Sof...
PSParentPath : Microsoft.PowerShell.Core\Registry::HKEY_CURRENT_USER\Sof...
PSChildName  : notepad
PSDrive      : HKCU
PSProvider   : Microsoft.PowerShell.Core\Registry

```

With the transaction committed, `Get-ItemProperty` is able to show the finalized changes.

NOTE Not every provider supports the use of transactions. Be sure to check a provider's capabilities before you assume that it'll support transactions. In PowerShell v3, of the base providers only the Registry provider supports transactions.

15.6 Every drive is different

Keep in mind that every drive in PowerShell can behave a bit differently, because every provider—and every underlying technology—works a bit differently. The basic commands that you'll use for manipulating items and item properties can even change slightly—each provider is capable of providing its own specialized versions of

these commands. A bit of experimentation—and the fact that each PSProvider should offer its own help file—can usually get you on the right path.

The provider in SQL Server 2008 (and R2) is a little unusual. PowerShell support in these versions of SQL Server is provided by a closed-shell version of PowerShell (SQLPS.exe) that includes the SQL Server provider and cmdlets but has some aspects of PowerShell removed. This means that you can't add any other PowerShell functionality into it. But you can add the SQL Server components into a normal PowerShell session, which provides access to the full range of functionality. You can access SQLPS.exe by right-clicking an object such as a database in SQL Server Management Studio or by starting the executable (which isn't on the Start menu by default).

Assuming you've started a PowerShell session with the SQL Server components loaded, you can use `Get-PSDrive` to discover that the SQL Server provider installs a `SQLSERVER:` drive, which you can access as any other drive:

```
PS C:\> cd sqlserver:
PS C:\> dir
```

Name	Root	Description
SQL	SQLSERVER:\SQL	SQL Server Database Engine
SQLPolicy	SQLSERVER:\SQLPolicy	SQL Server Policy Management
SQLRegistration	SQLSERVER:\SQLRegistration	SQL Server Registrations
DataCollection	SQLSERVER:\DataCollection	SQL Server Data Collection

PowerShell and SQL Server deserve a book in their own right, so for now you'll get a quick look at using the provider concentrating on the database engine. One important point is that the functionality to create databases or associated objects wasn't implemented. You need to use PowerShell and Server Management Objects (SMO) to accomplish those tasks. There are a number of levels you need to traverse to get to the interesting bits:

```
cd sql\W08R2SQL08\default
```

The location you're changing to breaks down as `SQL` (for the database engine as shown earlier) followed by the server name followed by the instance name. If you think this may allow you to access the provider on remote machines, you're correct.

Within the instance are the objects you'd expect such as databases, logins, endpoints, and so forth. If you look at the databases

```
PS C:\> cd databases
PS C:\> Get-ChildItem | Get-Member
```

you'll see that you're dealing with an SMO object.

```
TypeName: Microsoft.SqlServer.Management.Smo.Database
```

The methods and properties of the objects can be accessed as with any other provider. One of the properties of a database is that it can be set to `AutoClose`—that is, it shuts down when the last user logs off. This setting is often used by inexperienced DBAs. It may sound like a good idea, but it means that your database won't be available for the

overnight backup! The setting can be easily tested (assuming you're still in the databases container—if not, give the full path):

```
dir | select Name, AutoClose
```

Any databases that are incorrectly set can be quickly corrected. You might think to use this:

```
Set-ItemProperty -Path Test1 -Name Autoclose -Value $true
```

But unfortunately that functionality wasn't enabled in this provider and you'll get an error message. You can work in the provider—you need a little more effort:

```
Get-ChildItem |  
where {$_.AutoClose} |  
foreach {  
    $_.AutoClose = $false  
    $_.Alter()  
}
```

This code sets the property to the desired value and then calls the `Alter()` method to save the change.

The SQL Server provider isn't straightforward, but its ability to combine PowerShell and SMO in simple commands makes it hugely powerful. The ability to work through the provider with remote systems gives a large boost to productivity.

15.7 Summary

At first glance, providers can seem like an awkward, complicated way to perform management tasks. Because you're using a generic set of cmdlets to manipulate items and item properties, and because items and item properties refer to different things in different providers, it can be difficult to get help and examples specific to the task you're trying to accomplish. Sometimes, you might wish that there were commands for everything, instead of these crazy providers.

But providers offer what's probably the best solution to a difficult problem: dynamic systems. Without knowing in advance what a system will look like, Microsoft and other developers can't provide a concrete set of commands. A provider's ability to adapt to dynamic situations, along with the provider's model of using generic commands, is the most flexible way to address the situation. With a bit of practice, you'll find that working with providers becomes as straightforward as working with regular commands.

16

Variables, arrays, hash tables, and scriptblocks

This chapter covers

- Variable names and types
- Strict mode
- Variable drives and cmdlets
- Arrays
- Hash tables
- Scriptblocks

Variables are a big part of any programming language or operating system shell, and PowerShell is no exception. In this chapter, we'll explain what they are and how to use them, and we'll cover some advanced variable-like data structures such as arrays, hash tables, and scriptblocks.

16.1 Variables

Variables are quite simply a temporary storage area for data. If you have some piece of data you plan to use over and over again, it makes sense to store it in a variable rather than having to retrieve it from where it's stored each time you need it. Or if you have a command that takes a long time to run and you want to try different

things with the results, save the results to a variable so you don't have to keep executing the same long-running expression.

You can think of variables as a kind of box. The box has its own attributes, such as its size, but what you're generally interested in is what's *inside* the box. Boxes can contain anything: letters, numbers, processes, services, user accounts, you name it. It doesn't have to be a single value like "Richard." It could be a collection of job or process objects. But whatever's in a box remains static: It continues to look the same as it looked when you put it in there. Things in the box don't update themselves automatically, so it's possible for their information to be out of date, which isn't always a bad thing but something to keep in mind. Think of a variable as holding a point-in-time snapshot.

16.1.1 Variable names

Remember the last time you moved? When you started packing, you were good about writing names on boxes: "Living room," "Kitchen," "Kids' room," and so on. Later on as you neared the finish you just started throwing random stuff in boxes and skipping the names, didn't you? But PowerShell *always* gives variables a name. In fact, variable names are one of the subtle little details that trip people up all the time. In PowerShell, a variable name generally contains a mixture of letters, numbers, and the underscore character. You typically see variable names preceded by a dollar sign:

```
$var = "Howdy"
```

But it's important to remember that *the dollar sign is not part of the variable name*. The dollar sign is a sort of cue to PowerShell, telling it, "I don't want to work with the *box* named var, I want to work with the *contents* of that box." There are times when PowerShell will need to know the name of a variable so that it knows what box you want to use, and in those cases you *must not* include the dollar sign! To give you an example, consider the `-ErrorVariable` common parameter. Supported by all PowerShell cmdlets, this parameter lets you specify the name of a variable that you want any errors to be put into. That way, if an error occurs, you can easily see what it was just by looking in that variable. We constantly see people attempt to use it like this:

```
Get-Service -errorVariable $var
```

Given the previous example, which set `$var = "Howdy"`, this new example would put the error in a variable named `Howdy`, because the dollar signed accessed the contents of `$var`, which were "Howdy." Instead, the proper syntax is

```
Get-Service -errorVariable var
```

This little trip-up catches a lot of people, which is one reason we want to point it out nice and early.

NOTE The `*-Variable` cmdlets are another source of confusion when working with variables. Their `-Name` parameter expects the name of the variable without the `$` sign.

There's another little thing about variable names you should know: They can contain a lot more than letters, numbers, and underscores, provided you wrap the variable's name in curly brackets. This looks totally weird:

```
${this is a valid variable name} = 12345
```

Weird, but it works. We don't recommend using that technique, because it makes your scripts a lot harder to read and modify. We're definitely in favor of meaningful variable names, like `$computerName` instead of `$c`, especially in a script. When using PowerShell interactively, the emphasis is on command-line efficiency, so using a variable like `$c` makes sense because you know what it means. But in a script at line 267 if you see `$c`, it might not be so clear, especially if it's someone else's script. In any event we think the curly brackets let you go a bit too far.

16.1.2 Variable types

PowerShell keeps track of the type of object, or objects, contained within a variable. Whenever possible, PowerShell will elect to treat a type of data as a different type if doing so will make a particular operation make more sense. In programming, this is called *coercing* the variable, and it can lead to some odd results, such as

```
PS C:\> $a = 5
PS C:\> $b = "5"
PS C:\> $a + $b
10
PS C:\> $b + $a
55
```

That can freak you out the first time you see it or at least leave you scratching your head. Basically, PowerShell looks at the first operand's data type and then looks at the operator. Because `+` can mean addition or string concatenation, PowerShell makes a choice based on what came first: Give it an integer in `$a` first, and `+` means addition. So it coerces `$b` to be an integer (otherwise it'd be treated like a string because it's enclosed in quotes) and does the math. Give it a string in `$b` first, and `+` means concatenation, and so it treats `$a` like a string character and attaches it to `$b`.

This same behavior can create difficulties for you if you're not careful. For example, let's say you have a script, which contains a variable. You fully expect that variable to contain a number—perhaps the number of times a particular task should be performed. Somehow, a string—like a computer name—ends up in that variable instead. Boom, your script breaks. One way to help alleviate that error is to explicitly declare a type for your variable:

```
[int]$iterations = 5
```

When you do this, PowerShell will no longer put anything into that variable that isn't an integer or that PowerShell can't make into an integer, for example:

```
PS C:\> [int]$iterations = 5
PS C:\> $iterations+1
6
```

```

PS C:\> $iterations = 10
PS C:\> $iterations+1
11
PS C:\> $iterations = "20"
PS C:\> $iterations+1
21
PS C:\> $iterations = "Richard"
Cannot convert value "Richard" to type "System.Int32". Error: "Input
string was not in a correct format."
At line:1 char:12
+ $iterations <<<< = "Richard"
+ CategoryInfo          : MetadataError: (:) [], ArgumentTransfo
rmationMetadataException
+ FullyQualifiedErrorId : RuntimeException

```

Here, everything worked fine even when you tried to put a string into the variable—provided that string consisted of nothing but digits. You always end up with a number. But when you tried to store something that couldn't be coerced to a number, you got an error. The error is descriptive, and if it occurred in a script it'd tell you the exact line number where things went wrong, making the problem easier to troubleshoot.

You can always re-declare the variable to put a different data type into it. PowerShell won't do so on its own. Here's an example:

```
PS C:\> [string]$iterations = "Richard"
```

That works fine, because you explicitly changed the type of data that the variable was allowed to contain. Of course, this would be a silly variable name for a value of "Richard," so we hope that this points out the importance of proper variable naming.

Hungarian notation

In the days of VBScript, scripters often defined their variables using a technique known as *Hungarian notation*. This involved prepending a short prefix to indicate what type of data was stored in the variable. You'd see variables like `strComputer` and `iCount`. Sadly, we still see this in PowerShell with variables like `$strComputer`. Technically this is a legal name, but it screams that you haven't grasped PowerShell fundamentals yet. Make your variable names meaningful and the type will follow. If you see a script with a variable `$Computername`, you're going to assume it's a string. A variable of `$Count` will most likely be an integer. But you'd have no idea what `$C` might be without some sort of context.

The only valid reason we can see for using Hungarian notation, or any variants, would be if you were performing a series of data type conversions. Putting the type into the name may make it easier to keep track of where you are in the process. In general, though, drop the Hungarian notation and use common sense.

16.1.3 Being strict with variables

PowerShell has another behavior that can make for difficult troubleshooting. For this example, you're going to create a very small script and name it `test.ps1`. The following listing shows the script.

Listing 16.1 Initial script—no testing on type

```
$test = Read-Host "Enter a number"
Write-Host $tset
```

That typo in the second line is deliberate. This is the exact kind of typo you could easily make in your own scripts. Let's see what PowerShell does with this by default:

```
PS C:\> ./test
Enter a number: 5

PS C:\>
```

Unexpected output and no error. That's because, by default, PowerShell assumes variables to have a default value of 0, or an empty string, or some other similar value associated with the data type assigned to the variable. If you don't assign a data type, the variable will contain `$null`.

```
PS> [string]$t -eq ""
True
PS> [int]$t -eq 0
True
PS> $t -eq $null
True
```

This kind of behavior, which doesn't create an error when you try to access an uninitialized variable, can take hours to debug. The solution is to set a strict mode, which you can do generally in the shell or at the top of each script using the `Set-StrictMode` cmdlet. The effect of this cmdlet is similar to using `Option Explicit` in VBScript.

To use the cmdlet, you need to specify a PowerShell version value. The version will dictate how PowerShell handles uninitialized variables and a few other syntax elements that could cause problems. If you use a `-version` value of 1, PowerShell will complain when you reference an uninitialized variable. An exception is made for uninitialized variables in strings, which could still be difficult to troubleshoot. Let's add a bit more to our test script, which you should save as `test2.ps1`.

Listing 16.2 Using strict mode

```
$test = Read-Host "Enter a number"
Write-host $tset
$a=[system.math]::PI*($tset*$test)
Write-Host "The area is $tset"
```

Here's what happens with strict mode off. Go ahead and explicitly set it in the shell before running the script:

```
PS C:\> Set-StrictMode -off
PS C:\> .\test.ps1
Enter a number: 5

The area is
PS C:\>
```

Now set the version value to 1:

```
PS C:\> Set-StrictMode -Version 1
PS C:\> .\test.ps1
Enter a number: 5
The variable '$tset' cannot be retrieved because it has not been set.
At c:\test.ps1:2 char:12
+ Write-Host $tset
+ ~~~~~
+ CategoryInfo          : InvalidOperation: (:) [], RuntimeException
+ FullyQualifiedErrorId : VariableIsUndefined

The variable '$tset' cannot be retrieved because it has not been set.
At c:\test.ps1:3 char:23
+ $a=[system.math]::PI*($tset*$tset)
+ ~~~~~
+ CategoryInfo          : InvalidOperation: (:) [], RuntimeException
+ FullyQualifiedErrorId : VariableIsUndefined

The area is
PS C:\>
```

PowerShell complains that `$tset` hasn't been set on lines 2 and 3. The script fails but now you know what to fix. Notice PowerShell didn't complain about the last line that also had a variable typo because it's part of a string. Let's fix all typos but the last one and run it again (save the script as `test3.ps1`).

Listing 16.3 Removing most typos

```
$tset = Read-Host "Enter a number"
Write-host $tset
$a=[system.math]::PI*($tset*$tset)
Write-Host "The area is $tset"
```

This version (`test3.ps1`) behaves better:

```
PS C:\> Set-StrictMode -Version 1
PS C:\> .\test.ps1
Enter a number: 5
5
The area is
PS C:\>
```

Even though you didn't get an error, at least you recognize that there's a problem with the last line.

Using a `-version` value of 2 will do everything in version 1 as well as prohibit references to nonexistent properties of an object, prohibit function calls that use the syntax for calling methods, and not allow you to use a variable without a name, such as `${}`. Or you can use a `-version` value of `Latest`. PowerShell will use the strictest

version available—this is our recommended practice. This is a great way to make your script future proof. When you use strict mode, set it at the beginning of your script to make it obvious it's on, as shown in the next listing.

Listing 16.4 Removing all typos

```
Set-Strictmode -version Latest
$test = Read-Host "Enter a number"
Write-host $test
$a=[system.math]::PI*($test*$test)
Write-Host "The area is $test"
```

Be aware that if you have multiple errors like these, PowerShell will only throw an exception at the first one. If you have other errors, you won't see them until you rerun the script. We suggest that if you discover a variable typo, use your script editor's find-and-replace feature to look for other instances.

The whole strict mode thing plays into something called *scope* in PowerShell, which we're not quite ready to talk about yet. We'll revisit strict mode in chapter 22.

16.2 *Built-in variables and the Variable: drive*

PowerShell starts up with a number of variables already created and ready to go. Most of these variables control various aspects of PowerShell's behavior, and you can change them in order to modify its behavior. Any changes you make will be lost when you exit the shell, and they won't be reflected in any other shell instances you may have open unless you put the changes in your profile. These variables load up with the same values in each new shell session, and they're specific to each session rather than being global for the entire PowerShell engine. You can get a look at these by getting a directory listing for the Variable: drive, which is where PowerShell stores all variables:

```
PS C:\> dir variable:
```

Name	Value
----	-----
\$	\
?	True
^	cd
—	
args	{}
ConfirmPreference	High
ConsoleFileName	
DebugPreference	SilentlyContinue
Error	{}
ErrorActionPreference	Continue
ErrorView	NormalView
ExecutionContext	System.Management.Automation.Engine...
false	False
FormatEnumerationLimit	4
HOME	C:\Users\Administrator
Host	System.Management.Automation.Intern...
input	System.Collections.ArrayList+ArrayL...

MaximumAliasCount	4096
MaximumDriveCount	4096
MaximumErrorCount	256
MaximumFunctionCount	4096
MaximumHistoryCount	64
MaximumVariableCount	4096
MyInvocation	System.Management.Automation.Invo...
NestedPromptLevel	0
null	
OutputEncoding	System.Text.ASCIIEncoding
PID	428
PROFILE	C:\Users\Administrator\Documents\Wi...
ProgressPreference	Continue
PSBoundParameters	{ }
PSCulture	en-US
PSEmailServer	
PSHOME	C:\Windows\System32\WindowsPowerShe...
PSSessionApplicationName	wsman
PSSessionConfigurationName	http://schemas.microsoft.com/powers...
PSSessionOption	System.Management.Automation.Remoti...
PSUICulture	en-US
PSVersionTable	{CLRVersion, BuildVersion, PSVersio...
PWD	C:\
ReportErrorShowExceptionClass	0
ReportErrorShowInnerException	0
ReportErrorShowSource	1
ReportErrorShowStackTrace	0
ShellId	Microsoft.PowerShell
StackTrace	
true	True
VerbosePreference	SilentlyContinue
WarningPreference	Continue
WhatIfPreference	False

You can even find a variable that controls the maximum number of variables PowerShell can keep track of! Any variables that you create are also stored in this drive—so can you think of how you might completely delete a variable? The same way you'd delete a file: the `Del` (or `Remove-Item`) command! And yes, you can absolutely delete the built-in variables, but they'll come right back when you open a new shell instance. As a practical rule, though, be very careful about deleting automatic variables because many PowerShell commands rely on them. There are a number of help files available that deal with variables (`get-help about*variable*`).

16.3 Variable commands

PowerShell includes a dedicated set of commands for variable management:

```
PS C:\> Get-Command -noun Variable
```

CommandType	Name	Definition
-----	----	-----
Cmdlet	Clear-Variable	Clear-Variable [-Name] ...
Cmdlet	Get-Variable	Get-Variable [[-Name] <...]
Cmdlet	New-Variable	New-Variable [-Name] <S...

Cmdlet	Remove-Variable	Remove-Variable [-Name] ...
Cmdlet	Set-Variable	Set-Variable [-Name] <S...

For the most part, you never need to use these. For example, to create a new variable, you just use it for the first time and assign a value to it:

```
$x = 5
```

To assign a new value to it, you don't need to use `Set-Variable`; you can just do this:

```
$x = 10
```

The variable cmdlets are there if you decide to use them. One advantage to using them is that they let you modify variables in scopes other than your own. Again, scope is something we're going to come to later, so you may see these cmdlets in use then.

NOTE Folks with a programming background will ask if there's a way to make PowerShell require variable declaration, rather than letting you make up new variables on the fly. They'll often look at strict mode, and the `New-Variable` cmdlet, to see if they can create some kind of "declaration required" setting. They can't. PowerShell doesn't require you to announce your intention to use a variable, and there's no way to make it require you to.

The other possibility for using `New-Variable` to create your variables is to make the variables read-only (which can be changed using `-Force` or deleted) or a constant (which can't be deleted or changed). You'd use `New-Variable` if you wanted to ensure that particular variables couldn't be modified once created.

16.4 Arrays

In programming, there's a definite difference between an array of values and a collection of objects. In PowerShell, not so much. There's technically a kind of difference, but PowerShell does a lot of voodoo that makes the differences hard to see. So we'll tend to use the terms *array* and *collection* interchangeably. If you have a software development background, that might bug you. Sorry. It's just how PowerShell is.

Simply put, an array is a variable that contains more than one value. In PowerShell, all values—like integers or strings—are technically objects. So it's more precise to say that an array can contain multiple objects. One way to get multiple objects into a variable is to run a command that returns more than one object:

```
$services = Get-Service
```

In PowerShell, the equals sign is the *assignment* operator. Whatever's on the right side of the operator gets put into whatever's on the left side. In this case, the right side contains a pipeline command—albeit a short pipeline, with only one command. PowerShell runs the pipeline, and the result goes into `$services`. You can have more complex pipelines, too:

```
$started = Get-Service | Where { $_.Status -eq 'Running' }
```

You can access individual elements in an array by using a special notation:

```

PS C:\> $services[0]

Status  Name                DisplayName
-----  ----                -
Running ADWS                Active Directory Web Services

PS C:\> $services[1]

Status  Name                DisplayName
-----  ----                -
Stopped AeLookupSvc        Application Experience

PS C:\> $services[-1]

Status  Name                DisplayName
-----  ----                -
Stopped wudfsvc         Windows Driver Foundation - User-mo...

PS C:\> $services[-2]

Status  Name                DisplayName
-----  ----                -
Running wuauaserv       Windows Update

```

The first *index* in an array is 0 (zero), which points to the first item in the array. Index 1 is the second item, and so on. Negative numbers start at the end of the array, so -1 is the last item, -2 the second-to-last, and so on.

NOTE Be careful of the array indices if you're used to starting at 1. PowerShell is .NET based and follows the .NET convention that the first element in an array is index 0. This is sometimes awkward but it's something we're stuck with.

Arrays can be created from simple values by using the array operator (the @ symbol) and a comma-separated list:

```

PS C:\> $names = @('one', 'two', 'three')
PS C:\> $names[1]
two

```

PowerShell will tend to treat any comma-separated list as an array, so you can generally skip the array operator and the parentheses:

```

PS C:\> $names = 'one', 'two', 'three'
PS C:\> $names[2]
three

```

This is exactly why some cmdlet parameters can accept multiple values in a comma-separated list. For example, look at the help for `Get-Service` and you'll see the following:

```

Get-Service [[-Name] <string[]>] [-ComputerName <string[]>]
[-DependentServices] [-Exclude <string[]>] [-Include <string[]>]
[-RequiredServices] [<CommonParameters>]

```

Back in chapter 3, on interpreting the help files, we pointed out that the `<string[]>` notation's double square brackets indicated that it could accept multiple values; technically, it's an array. Because PowerShell interprets comma-separated lists as arrays, this becomes legal:


```
PS C:\> get-service -name a*,b*

Status Name                DisplayName
-----
Running ADWS                    Active Directory Web Services
Stopped AeLookupSvc           Application Experience
Stopped ALG                 Application Layer Gateway Service
Stopped AppIDSvc           Application Identity
Stopped Appinfo            Application Information
Stopped AppMgmt            Application Management
Stopped AudioEndpointBu... Windows Audio Endpoint Builder
Stopped AudioSrv          Windows Audio
Running BFE                 Base Filtering Engine
Running BITS               Background Intelligent Transfer Ser...
Stopped Browser           Computer Browser
```

NOTE PowerShell is picky about parameter input. In this case, the `-Name` parameter not only *can* accept an array, it *must* accept *only* an array. If you provide only a single value, PowerShell converts that to an array of one object behind the scenes.

Arrays can hold different types of objects as well:

```
PS C:\> $a=42,"Jeff",(Get-Date).Month,(get-process -id $pid)
PS C:\> $a
42
Jeff
1

Handles  NPM(K)    PM(K)      WS(K) VM(M)    CPU(s)      Id ProcessName
-----
    1111     42    107184     73588   609     11.89     6608 powershell
```

Each item is a complete object, so assuming you know the index number you can do things with it:

```
PS C:\> $a[0]*2
84
PS C:\> $a[1].Length
4
PS C:\> $a[-1].path
C:\WINDOWS\system32\WindowsPowerShell\v1.0\powershell.exe
```

Thus the reference to `$a[-1]` is a process object that allows you to retrieve the `path` property.

Measuring the number of items in an array is usually simple using the `Count` or `Length` property. Technically `Length` is the property of the .NET array object and `Count` is an alias created by PowerShell. `Count` is usually easier to remember.

```
PS C:\> $a.count
4
```

Sometimes, though, you want to start with an empty array and add items to it. First, define the empty array:

```
PS C:\> $myarray=@()
```

To add an item to the array, use the += operator:

```
PS C:\> $myarray+="Don"
PS C:\> $myarray+="Jeff"
PS C:\> $myarray+="Richard"
PS C:\> $myarray.count
3
PS C:\> $myarray
Don
Jeff
Richard
```

Unfortunately, removing an item isn't as simple:

```
PS C:\> $myarray-="Jeff"
Method invocation failed because [System.Object[]] doesn't contain a method
named 'op_Subtraction'.
At line:1 char:1
+ $myarray-="Jeff"
+ ~~~~~
+ CategoryInfo          : InvalidOperation: (op_Subtraction:String) [], Ru
ntimeException
+ FullyQualifiedErrorId : MethodNotFound
```

Instead you need to re-create the array using only the items you wish to keep:

```
PS C:\> $myarray=$myarray | where {$_ -notmatch "Jeff"}
PS C:\> $myarray
Don
Richard
```

Arrays can be a powerful tool, and you'll use them more than you realize.

16.5 Hash tables and ordered hash tables

Hash tables (which you'll also see called *hashtables*, *associative arrays*, or *dictionaries*) are a special kind of array. These *must* be created using the @ operator, although they're created within curly brackets rather than parentheses—and those brackets are also mandatory. Within the brackets, you create one or more *key-value pairs*, separated by semicolons. The keys and values can be anything you like:

```
PS C:\> @{name='DonJ';
>> samAccountName='DonJ';
>> department='IT';
>> title='CTO';
>> city='Las Vegas'}
>>
```

Name	Value
-----	-----
samAccountName	DonJ
name	DonJ
department	IT
city	Las Vegas
title	CTO

NOTE As you can see in that example, the semicolon is one of the characters that PowerShell knows must be followed by something else. By pressing Enter after one, you made PowerShell enter a multiline prompt mode. Technically, PowerShell will recognize that the command is incomplete and provide the nested prompts even without the semicolon. You could've easily typed the entire hash table on a single line, but doing it this way makes it a bit easier to read in the book. (If we'd elected to use a single line, then the semicolon would be required between hash table entries. For the sake of consistency, you may wish to always use the semicolon.) Finally, you ended that by completing the structure's closing curly bracket, pressing Enter, and pressing Enter on a blank line.

The key must be a string, and we recommend avoiding spaces if you can. You'll see why in a bit. The next thing about hash tables is that they're distinct objects themselves. Simple arrays like the ones we looked at earlier don't have a type per se; their contents do. But hash tables are different. For example, if you'd assigned that hash table to a variable, you could've accessed its individual elements easily:

```
PS C:\> $user = @{name='DonJ';
>> samAccountName='DonJ';
>> department='IT';
>> title='CTO';
>> city='Las Vegas'}
>>
PS C:\> $user.department
IT
PS C:\> $user.title
CTO
```

This is why we recommend no spaces in the key name. If you pipe `$user` to `Get-Member`, you can see that this is a new type of object, a `System.Collections.Hashtable`:

```
PS C:\> $user | get-member

    TypeName: System.Collections.Hashtable

Name           MemberType      Definition
-----
Add            Method          System.Void Add(System.Object ke...
Clear          Method          System.Void Clear()
Clone          Method          System.Object Clone()
Contains       Method          bool Contains(System.Object key)
ContainsKey    Method          bool ContainsKey(System.Object key)
ContainsValue  Method          bool ContainsValue(System.Object...
CopyTo         Method          System.Void CopyTo(array array, ...
Equals         Method          bool Equals(System.Object obj)
GetEnumerator  Method          System.Collections.IDictionaryEn...
GetHashCode    Method          int GetHashCode()
GetObjectData  Method          System.Void GetObjectData(System...
GetType        Method          type GetType()
OnDeserializat Method          System.Void OnDeserialization(Sy...
Remove         Method          System.Void Remove(System.Object...
ToString       Method          string ToString()
```

Item	ParameterizedProperty	System.Object	Item(System.Object...
Count	Property	int	Count {get;}
IsFixedSize	Property	bool	IsFixedSize {get;}
IsReadOnly	Property	bool	IsReadOnly {get;}
IsSynchronized	Property	bool	IsSynchronized {get;}
Keys	Property	System.Collections.ICollection	Keys {get;}
SyncRoot	Property	System.Object	SyncRoot {get;}
Values	Property	System.Collections.ICollection	Values {get;}

Each value is its own type:

```
PS C:\> $user.title.GetType().Name
String
```

Because the hash table is its own object, there's a bit more you can do with it. You might want to list all the keys:

```
PS C:\> $user.keys
title
department
name
city
samAccountName
```

The Count property returns the number of items in the hash table. Just to be inconsistent, hash tables don't respond to using Length:

```
PS C:\> $user.count
5
```

Or perhaps you might want to list all the values:

```
PS C:\> $user.values
CTO
IT
DonJ
Las Vegas
DonJ
```

Managing the hash table members is also considerably easier. The object has methods for adding and removing members. Be aware that each key must be unique, so you can't add another key called Name with a different value. You could use the ContainsKey() method to test before invoking the Add() method:

```
PS C:\> if (-Not $user.ContainsKey("EmployeeNumber")) {
>> $user.Add("EmployeeNumber",11805)
>> }
>>
```

In this command you use the -Not operator to reverse the result of the ContainsKey() method so that if the expression is true, you'll add a new entry. As you can see, it worked:

```
PS C:\> $user.EmployeeNumber
11805
```

The `Add()` method needs the name of the key and the value, separated by a comma. It's even easier to remove an item:

```
PS C:\> $user.Remove("employeenumber")
```

The effect is immediate. And as with arrays, you can create an empty hash table and add elements to it as needed. The items don't even have to be all of the same type. For example, you might start like this:

```
PS C:\> $hash=@{}
PS C:\> $hash.Add("Computername", $env:computername)
```

Later, you gather additional data and add to the hash table:

```
PS C:\> $running=get-service | where status -eq "running" | measure
PS C:\> $hash.Add("Running", $running.count)
PS C:\> $hash.Add("OS", $os)
PS C:\> $os=get-wmiobject Win32_operatingsystem
PS C:\> $time=get-date -DisplayHint time
PS C:\> $hash.Add("Time", $time)
```

Here's what the hash table looks like now:

```
PS C:\> $hash
```

Name	Value
----	-----
Time	1/24/2012 12:07:40 PM
Computername	CLIENT2
Running	65
OS	\\CLIENT2\root\cimv2:Win32_OperatingSystem=@

You have different types of objects that might even be nested objects. This can lead to some handy results:

```
PS C:\> $hash.os
SystemDirectory : C:\Windows\system32
Organization    :
BuildNumber     : 7601
RegisteredUser  : LocalAdmin
SerialNumber    : 00426-065-0389393-86517
Version         : 6.1.7601

PS C:\> $hash.os.caption
Microsoft Windows 7 Ultimate
```

Because hash tables are a convenient way to organize data, you might want to try nesting hash tables:

```
PS C:\> "coredc01", "client2" | foreach -begin {
>> $comphash=@{}
>> } -process {
>> $svc=get-service -comp $_
>> $proc=get-process -comp $_
>> $cs=Get-WmiObject win32_computersystem -comp $_
>> $nest=@{Computername=$cs.Name;
>> Services=$svc;Processes=$proc;
```

```
>> ComputerSystem=$cs
>> }
>> $comphash.Add($($cs.Name), $nest)
>> }
>>
```

This block of code takes a few names and pipes them to `ForEach-Object`. In the begin scriptblock, you define an empty hash table. In the process scriptblock, a variety of system information is gathered from each computer and put into its own hash table, `$nest`. At the end, each nested hash table is added to the master hash table. Confused? Here's what you end up with:

```
PS C:\> $comphash
```

Name	Value
CLIENT2	{ComputerSystem, Computername, Services, Proc...
COREDC01	{ComputerSystem, Computername, Services, Proc...

This offers some intriguing possibilities:

```
PS C:\> $comphash.COREDC01
```

Name	Value
ComputerSystem	<pre> \\COREDC01\root\cimv2:Win32_ComputerSystem.Na... Computername COREDC01 Services {AdtAgent, ADWS, AeLookupSvc, AppHostSvc...} Processes {System.Diagnostics.Process (conhost), System... </pre>

```
PS C:\> $comphash.COREDC01.processes | select -first 3
```

Handles	NPM(K)	PM(K)	WS(K)	VM(M)	CPU(s)	Id	ProcessName
32	5	828	2668	22		1480	conhost
181	21	7544	13960	79		3584	cscript
545	13	2280	1888	45		300	csrss

```
PS C:\> ($comphash.COREDC01.ComputerSystem).TotalPhysicalMemory
536403968
```

By using a hash table, you can explore a lot of information without having to rerun commands.

16.5.1 Ordered hash tables

One problem with hash tables is that the order of the elements isn't preserved. Consider a simple hash table:

```
$hash1 = @{
    first = 1;
    second = 2;
    third = 3
}
$hash1
```

This code produces the following output:

```
Name                Value
----                -
second              2
first               1
third              3
```

The order of the elements appears to be random. If you're using the hash table as a lookup device, for instance, this won't matter. But if you're using the hash table to create a new object, it may. A standard technique to create a new object looks like this:

```
$hash1 = @{
    first = 1;
    second = 2;
    third = 3
}
$test = New-Object -TypeName PSObject -Property $hash1
$test | Format-Table -AutoSize
```

But the order of the properties as you defined them isn't preserved:

```
second first third
-----
      2      1      3
```

In most cases, this isn't a real issue, but we know of PowerShell users who object to the property order not being preserved. Okay, we'll be honest: They moan a lot!

With PowerShell v3 you can create a hash table and preserve the order of the elements:

```
$hash2 = [ordered]@{
    first = 1;
    second = 2;
    third = 3
}
$hash2
```

All you've done here is add the `[ordered]` type accelerator to the hash table definition. A standard hash table is a `System.Collections.Hashtable` object, but using `[ordered]` creates a `System.Collections.Specialized.OrderedDictionary` object.

Now when you create an object, you can use an ordered hash table:

```
$hash2 = [ordered]@{
    first = 1;
    second = 2;
    third = 3
}
$test2 = New-Object -TypeName PSObject -Property $hash2
$test2 | Format-Table -AutoSize
```

This results in the order of the defined properties being preserved:

```
first second third
-----
    1      2      3
```

16.5.2 Common uses for hash tables

We've shown you how the `Select-Object`, `Format-Table`, and `Format-List` cmdlets use hash tables to attach custom properties, table columns, and list entries to objects. In the case of those cmdlets, the hash tables must follow a specific form that the cmdlets have been programmed to look for: The keys must be "l" or "label" or "n" or "name," along with "e" or "expression," and so forth. But these are requirements of those particular cmdlets, not of hash tables in general. In other words, we as humans have to construct the hash tables in a specific way, because those cmdlets have been designed to look for specific keys.

16.5.3 Defining default parameter values

Hash tables find another use in PowerShell v3, with the ability to define default parameter values. For example, let's say you commonly run cmdlets like `Invoke-Command` that have a `-Credential` parameter, and you want to always specify a particular credential. Rather than having to type the parameter and provide a value every single time you run the cmdlet, you can define your credential as a default:

```
PS C:\> $cred = Get-Credential COMPANY\Administrator
PS C:\> $PSDefaultParameterValues.Add("Invoke-Command:Credential",$cred)
```

`$PSDefaultParameterValues` is a built-in PowerShell variable, and it's a specialized hash table. In this example, you use its `Add()` method to add a new key-value pair. Doing so lets you continually add more items to it, without overwriting what was already there. You can see that the key added here takes a special form, `cmdlet:parameter`, where `cmdlet` is the cmdlet or advanced function you want to define a default for, and `parameter` is the parameter you're defining a default for. The value of the hash table item is whatever you want the default parameter value to be—in this case, the credential you created and stored in `$cred`.

You could even use a wildcard to create a default for all cmdlets that use the `-Credential` parameter. This time, you'll completely redefine `$PSDefaultParameterValues`, overwriting whatever else you've put in there with this new setting:

```
PS C:\> $PSDefaultParameterValues = @{"*:Credential"=$cred}
```

This is a great feature, although it can be a bit cumbersome to use. `$PSDefaultParameterValues` starts out empty each time you open a new shell window; if you want to define a "persistent" default, the only way to do so is to put the definition into a PowerShell profile script. That way, your definition is re-created each time you open a new shell. You can read more about default parameter values by running `help about_parameters_default_values` in the shell.

16.6 Scriptblocks

They might seem like a funny thing to lump into this chapter, but like variables, arrays, and hash tables, scriptblocks are a fundamental element in PowerShell scripting. They're key to several common commands, too, and you've been using them already.

A scriptblock is essentially any PowerShell command, or series of commands, contained within curly brackets, or `{}`. Anything in curly brackets is usually a scriptblock of some kind, with the sole exception of hash tables (which also use curly brackets in their structure). You’ve used a scriptblock already:

```
PS C:\> Get-Service | Where { $_.Status -eq 'Running' }
```

In that example, you used a special kind of scriptblock called a filter script, providing it to the `-FilterScript` parameter of the `Where-Object` cmdlet. The only thing that makes it special is the fact that the cmdlet expects the entire block to result in `True` or `False`, thus making it a filter script instead of a plain-old scriptblock. You also used scriptblocks with `Invoke-Command`, in chapter 10, and with the `ForEach-Object` cmdlet, and in several other cases.

You can create a scriptblock right from the command line and store the entire thing in a variable. In this example, notice how PowerShell’s prompt changes after you press `Enter` for the first time. It does this because you’re still “inside” the scriptblock, and it’ll continue to use that prompt until you close the scriptblock and press `Enter` on a blank line.

```
PS C:\Users\Administrator> cd \
PS C:\> $blok = {
>> Import-Module ServerManager
>> Get-WindowsFeature | Where { $_.Installed } |
>> Select Name,DisplayName,Description |
>> ConvertTo-HTML
>> }
>>
```

Now you have the scriptblock stored in the variable `$blok` and you can execute it by using PowerShell’s invocation operator and the variable:

```
PS C:\> &$blok | Out-File installed.html
```

In the scriptblock you defined notice that it ends in `ConvertTo-HTML`, meaning the result of the scriptblock is a bunch of HTML being placed into the pipeline. When you invoke the block, you pipe that output to `Out-File`, thus saving the HTML into a file. You could also use the variable `$blok` anywhere a scriptblock is required, such as with `Invoke-Command`:

```
PS C:\> Invoke-Command -ScriptBlock $blok -ComputerName win8 |
Out-File InstalledFeatures.html
```

Here, you’re asking a remote machine to execute the scriptblock. The resulting HTML is transmitted back to your computer and placed into the pipeline; you pipe it to `Out-File` to save the HTML into a file.

Scriptblocks can be parameterized, too. For example, create another scriptblock that displays all processes whose names start with a particular character or characters:

```
PS C:\> $procblock = {
>> param([string]$name)
```

```
>> Get-Process -Name $name
>> }
>>
```

The `param()` section defines a comma-delimited list of parameters; in this case, you've included only a single parameter. It's just a variable that you create. When you run the scriptblock, pass a value to the parameter as follows:

```
PS C:\> &$procbloc svc*
```

Handles	NPM (K)	PM (K)	WS (K)	VM (M)	CPU (s)	Id	ProcessName
481	36	9048	11984	60	1.00	348	svchost
301	12	2124	7512	36	1.17	600	svchost
295	14	2572	5656	27	1.89	636	svchost
392	15	18992	21248	56	3.02	728	svchost
1289	43	19312	33964	129	41.09	764	svchost
420	24	5768	11488	98	1.20	788	svchost
712	45	19932	24076	1394	10.41	924	svchost
45	4	508	2340	13	0.02	1248	svchost
213	18	10076	9104	1375	0.13	1296	svchost
71	6	804	3560	28	0.00	1728	svchost

This passed the value `svc*` into the parameter `$name`, which you then pass to the `-Name` parameter of `Get-Process`. You can see that scriptblocks are flexible; you'll see a lot more of them, and more of what they can do, as you read about other topics in this book.

16.7 Summary

Variables are one of the core elements of PowerShell that you'll find yourself using all of the time. They're easy to work with, although some of the specific details and behaviors that we covered in this chapter represent some of the biggest "gotchas" that newcomers stumble into when they first start using the shell. Hopefully, by knowing a bit more about them, you'll avoid those pitfalls and be able to make better use of variables.

17

PowerShell security

This chapter covers

- Command execution
- Script signing
- Execution policy

Security is important in any computer software, and PowerShell is no exception. That said, you may have some confusion about what PowerShell's security is meant to accomplish. We'll try to clear that up in this chapter.

17.1 PowerShell security goals

Let's start by defining exactly what PowerShell's security is meant to accomplish and outlining a few things that it's explicitly *not* intended to provide.

PowerShell's only security goal is to prevent an *uninformed* user from *unintentionally* executing scripts. That's it. The goal is to try to stop PowerShell from becoming an easy source for malicious scripts, as VBScript was back in the days of the "Melissa" and "I Love You" viruses. Keep in mind that PowerShell is security neutral, meaning that it neither adds to nor takes away from the existing security of the Windows operating system. In other words, if you have permission to delete users in Active Directory, PowerShell will let you do so—as will many other tools that have

nothing to do with PowerShell. One reason that PowerShell doesn't attempt to become a security gateway is because it's almost never the only way in which you can do something. It makes no sense for PowerShell to act as a security system when it's so easily bypassed by simply choosing to use other tools. If you're concerned about your users using PowerShell to, say, delete every user in Active Directory, we can give you an easy fix: Don't give them the permissions they'd need to do that. That way, they won't be able to use PowerShell *or any other tool* to create that kind of havoc.

PowerShell is also *not* intended to stop an *informed* user from *intentionally* doing something stupid or dangerous. It's like users having the keys to a nuclear missile: If they deliberately turn the key because they possess the necessary privilege or authority, lift the cover over the "fire" switch, and press the button, well, that's hardly an accidental series of events, is it? If you don't trust users to not do something stupid on purpose, they shouldn't be in the missile silo in the first place. PowerShell is no different. If an administrator attempts to stop a mission-critical service, and they have the necessary rights and privileges, PowerShell won't stop them, whether or not they're using a script. The script means they can screw up with less typing. The bottom line is, don't expect PowerShell to do your job when it comes to security.

17.2 PowerShell security mechanisms

So what exactly does PowerShell do to accomplish its security goals? There are three levels of protection, each designed to thwart a particular type of attack that's commonly targeted against uninformed users. To be clear, when we talk about uninformed users, we're referring to someone lacking the necessary skills or experience to manage a modern Windows-based computer. This could be an end user or your summer intern.

PowerShell's security mechanisms are layered and enabled by default out of the box. Some of them you can modify. But be warned: If *you* turn off these mechanisms and are burned by a malicious event, the blame is on *you*. As a general rule, PowerShell security is weakened only by changes you make. And although we understand that some of these mechanisms may require extra work on your part, don't trade security for convenience. With experience you'll find it's not that difficult.

17.2.1 Script execution requires a path

To begin with, PowerShell never searches the current directory for a script. So, if you just run `Dir`, PowerShell will look to see if there's a command by that name, then an alias by that name, and then it will stop. If there happens to be a script named `Dir.ps1` in the current folder, PowerShell won't execute it. So, whenever you see a command that's not prefixed by a directory path, you can be sure it's a command being run out of memory and not a script.

Script execution extends to other scripts as well such as batch files or VBScript. If you had a script in the current directory called `Dir.bat`, you'd ensure it too wouldn't be executed simply by typing `DIR.bat`.

Windows search path

PowerShell will execute scripts that are on the Windows search path. If you create a script called `test3.ps1`, copy it into `C:\Windows`, and then type `test3` at the PowerShell prompt, the script will execute. The full path to the script isn't needed.

You can view the search path by typing this:

```
$env:path
```

A better view of the contents is supplied by using this:

```
$env:path -split ";"
```

This command will display one folder per line to make it easier to read.

The moral of the story is to be careful where you store your scripts so that you don't inadvertently make it easier to run code by accident.

To run a script, you have to provide a path to it. That can be a complete absolute path like `C:\Scripts\MyScript.ps1`, or if you're in the folder where the script lives, you might just use a simple relative path like `.\MyScript.ps1`. You don't need to include the file-name extension; running `.\MyScript` from the script's folder will also run the script. But if there's a chance you might have two scripts with the same name, perhaps a PowerShell and VBScript, then go ahead and use the extension. Take advantage of tab expansion and you don't have to type that much. Start typing the path and the first part of the script name and then press `Tab`. PowerShell will expand the name. Keep pressing `Tab` until you find the script you want. Using this technique you'll find there's no misunderstanding about what command you intend to execute.

Whenever you see a path in front of a command name, you know it's a script being run from disk and not an internal command being run from memory. So if someone tries to get you to run `.\dir`, you'll know it's a script named `Dir.ps1`, not the internal `Dir` alias to the `Get-ChildItem` command. The whole point of this is to prevent command hijacking—unintentionally executing a malicious script with the same name as a common command.

If by chance you have scripts like `Dir.bat` or `Dir.vbs` in the same folder, they won't run unless you specify the full name with the extension. Given this, we hope you'll use common sense and not name your script files using command names like `DIR`.

17.2.2 Filename extension associations

PowerShell defines a number of filename extensions for the various files it uses. This list shows most of the ones you are likely to come across:

- `.PS1`—Script file
- `.PSM1`—Script module
- `.PSD1`—Module manifest
- `.PS1XML`—XML file, usually view and type extension definitions

- .PSC1—Console file
- .PSSC— a PowerShell session configuration file
- .CDXML—Cmdlet definition file (PowerShell v3 only)

NOTE The “1” in these filename extensions indicates that they rely on version 1 of PowerShell’s language engine. That’s the same engine included in versions 1, 2, and 3 of PowerShell. A script written for PowerShell v1 is compatible with PowerShell v3 primarily because both versions use the same language engine. Differences exist between the PowerShell versions, so a script written using new functionality from v3 will fail if run in v1. You can think of the language engine as a subcomponent of PowerShell. This is also why versions 1, 2, and 3 of PowerShell are installed in a folder named v1.0.

By default, *none* of these filename extensions are associated with PowerShell.exe, and they’re not registered with Windows as executable file types. Simply put, that means you can’t just double-click a script to run it. Out of the box, double-clicking one of these files will open them for editing, usually in Notepad. But that’s just the default, and it can certainly be changed. Installing third-party script editors, for example, may modify a filename extension so that it opens in that editor. You may or not want that behavior, so pay close attention when installing PowerShell-related software; the setting to stop the editor from grabbing the file association is often hard to find.

The goal of this security mechanism is to keep users from getting emails with a “Postcard_from_Mom.ps1” file attachment, double-clicking the attachment, and running a potentially malicious script. The user could certainly save the file, open PowerShell, and run the script from disk—but that’s hardly an *unintentional* act. Remember that PowerShell isn’t designed to prevent *intentional* stupidity! Again, PowerShell will only execute what a user has permissions, privileges, and rights to perform. A script simply makes it easier.

17.3 Execution policy

The last, and perhaps most important, security mechanism is PowerShell’s execution policy. We need to explain this in depth, but before we do so we’ll explain a bit about some of its underlying technologies—including digital signatures.

17.3.1 A digital signature crash course

For years now, Microsoft has promoted the idea of signed software as a security mechanism. Signed software carries an encrypted bit of information called a *digital signature*. That signature contains information on the identity of the signer and also ensures that the software itself hasn’t changed in any way since the signature was applied. The practical upshot of this is that a signature tells you (a) who’s responsible for the software and (b) that it hasn’t changed since that responsible person distributed it. Any problems with the software can therefore be blamed on that responsible party, and the ID information contained within the signature enables you to track them down.

Signatures don't prevent malware. But in a perfect world, only an extremely stupid person would apply a digital signature to a piece of malware because the *signature lets you track them down*. That's in a perfect world.

This whole business with digital signatures comes down to your trust in a process. Let's use an analogy: In the United States, driver's licenses are the primary form of identification that most people carry. Among other things, they include your birth date, and so bars and similar establishments will use them to verify your age before serving you an alcoholic beverage. In computer terms, the United States has about 52 certification authorities (CAs): each of the 50 states, along with Washington, DC, and the U.S. military (which issues photo IDs to service members and their dependents). If you're a resident of Nevada, you go to the Nevada Department of Motor Vehicles (DMV) to get your license. You're perfectly able to take that license to California and order a beer, because California *trusts* the Nevada DMV. In reality, all of the states trust each other's CAs, meaning your license is good throughout the entire country. Why is that? Well, there are obviously some legal reasons, but the reality comes down to this: The states trust each other because they all use basically the same process to verify your identity, and your age, prior to issuing you that certificate. It's not exactly that the states trust each other but that they each trust the process that they all share. If it came out in the news that one state was issuing certificates—sorry, driver's licenses—using a less-trustworthy process, then the residents of that state might not be able to order a beer in their neighboring states, because the trust would break down.

Okay, let's take that back to computers. In the world of digital security there are different classes of certificate. Each class is generally based on how bad things would be if a certificate was issued to the wrong person. A Class 1 certificate is used to encrypt email, and obtaining one isn't hard because the worst that could happen is that someone could read your email when you didn't want them to. Bad for you, but not that bad for society as a whole.

The certificates needed to apply a signature to software are of the Class 3 variety. These are issued only to organizations, not to individuals, and they're issued only after a fairly detailed process of verifying that the organization is who they say they are. CAs will often check a company's credit score through Dun & Bradstreet, check the company's business registration with their state authorities, and so forth. So if you have a certificate for Microsoft Corporation, folks can be pretty sure that you represent that corporation.

This is where the trust comes in. Certificates can be issued by a variety of commercial and private CAs; Windows is configured to have a list of CAs that it trusts. By default, Windows Vista and later have a small list of trusted CAs. It'd be easy for you to examine that list, contact each CA, find out what their verification process involves, and decide whether you trust that process. If you don't, you remove the CA from your "trusted" list, essentially saying, "I don't think you do a good job of verifying people's identities before issuing them a certificate." It's as if that state just started handing out driver's licenses with whatever you wanted printed on them—the process fails, and so the trust fails.

Assuming that your computer only trusts CAs that do a good job of identity verification, you can be sure that any digitally signed software did come from whatever organization that certificate was issued to. If the software is malicious, you can easily track down the responsible organization and take appropriate action. But if you trust a CA that doesn't do a good job of identity verification, it's entirely possible you'll get a malicious piece of software that claims, perhaps, to be from "Adobe, Inc." When you track them down (not too hard to do), you'll discover that they have no idea what you're talking about—someone must have fraudulently obtained a certificate with their name on it, because some CA that you trusted didn't do a very good job of checking that identity.

Signatures also don't prevent bad code. A signed script doesn't necessarily mean it's good PowerShell or that it's safe to run in your environment. All you know from the signature is who wrote it and that it hasn't been modified since it was signed.

17.3.2 Understanding script signing

At this point, it might be helpful to look at the script-signing process in a bit more detail. In order to sign a PowerShell script, you need a Class 3 code-signing certificate. For testing purposes, get your hands on a copy of the command-line tool `Makecert.exe`, which is usually part of Visual Studio. You can use this tool to create a self-signed certificate that's only good for your computer. But this is still a handy tool for testing PowerShell security and digital signatures.

To begin, open a PowerShell or command prompt and navigate to the directory that contains `Makecert.exe`. The first step is to create a local certification authority. Type the following command. You can change the CN value if you'd like.

```
.\makecert -n "CN=PowerShell Local Certificate Root" -a sha1 -eku
1.3.6.1.5.5.7.3.3 -r -sv root.pvk root.cer -ss Root -sr localMachine
```

When prompted, enter a password for the private key and then again when prompted. Now you'll create a digital signature and store it in the local certificate store. Type this command as is, changing the CN value if you wish:

```
.\makecert -pe -n "CN=PowerShell Script Signer" -ss MY -a sha1 -eku
1.3.6.1.5.5.7.3.3 -iv root.pvk -ic root.cer
```

Enter the password when prompted. You can check the CERT: PSDrive for the new certificate:

```
PS C:\> dir Cert:\CurrentUser\My -CodeSigningCert

Directory: Microsoft.PowerShell.Security\Certificate::CurrentUser\My

Thumbprint                               Subject
-----
0E04B179F42F4B080B0FCC47C54C4A7FD0AD45DE  CN=PowerShell Script Signer
```

You can have multiple script-signing certificates, but generally all you need is one trusted in your domain. To sign scripts, you're going to need this certificate, so save it to a variable:

```
PS C:\> $cert=dir Cert:\CurrentUser\My -CodeSigningCert
```


To sign a script, use the `Set-AuthenticodeSignature` cmdlet, specifying a file and a certificate. This cmdlet supports `-Whatif`.

```
PS C:\scripts> Set-AuthenticodeSignature .\TestScript.ps1 -Certificate
$cert -whatif
What if: Performing operation "Set-AuthenticodeSignature" on Target
"C:\scripts\TestScript.ps1".
```

Looks okay, so now do it for real:

```
PS C:\scripts> Set-AuthenticodeSignature .\TestScript.ps1 -Certificate $cert

Directory: C:\scripts

SignerCertificate                               Status                               Path
-----
0E04B179F42F4B080B0FCC47C54C4A7FD0AD45DE Valid                               TestScript.ps1
```

You can use the `Get-AuthenticodeSignature` cmdlet to view signature status:

```
PS C:\scripts> dir *.ps1 | Get-AuthenticodeSignature | format-table -auto

Directory: C:\scripts

SignerCertificate                               Status                               Path
-----
NotSigned Backup-EventLogv2.ps1
NotSigned Backup-VM.ps1
NotSigned BackupAllEventLogs.ps1
NotSigned BalloonTip.ps1
NotSigned get-computers.ps1
NotSigned get-computers2.ps1
NotSigned get-computers3.ps1
NotSigned get-computers4.ps1
NotSigned get-computers5.ps1
0E04B179F42F4B080B0FCC47C54C4A7FD0AD45DE Valid                               TestScript.ps1
...
```

As you can see, you have a number of other files that need to be signed, so go ahead and sign them:

```
PS C:\scripts> dir *.ps1 | Set-AuthenticodeSignature -Certificate $cert
```

This will sign all PowerShell scripts in the current directory. When you sign a script, a special comment block will be appended:

```
PS C:\scripts> get-content .\TestScript.ps1
#requires -version 2.0

$s="Hello {0}. Are you ready for some PowerShell today?" -f $env:username

write-host $s -ForegroundColor Green

# SIG # Begin signature block
# MIIePAYJKoZIhvcNAQcCoIIELTCBCKCAQExCzAJBgUrDgMCGGUAMGkGCisGAQQB
# gjCAQSGwzBZMDQGCisGAQQBgjcCAR4wJgIDAQAABBAfzDtgWUsITrckOsYpfvNR
# AgEAAgEAAgEAAgEAAgEAMCEwCQYFKw4DAhoFAAQUrwnikA6r8TeOkIS7piC+KAS1
# kgWgggJGMIICQjCCAA+gAwIBAgIQ/xSr8g37e4hD3fK6vR/IcTAJBgUrDgMCHQUA
# # MCwXKjAoBgNVBAMTIVBvd2VyU2h1bGwgTG9jYWwgQ2VydG1maWNhdGUgUm9vdDAe
```

```
# Fw0xMjAxMTEyMTMwMTlaFw0zOTEyMzEyMzU5NTlaMCMxITAfBgNVBAMTGFBvd2Vy
# U2h1bGwgU2NyaXB0IFNpZ251c2ljCBnzANBglqhkIG9w0BAQEFAAOBjQAwGyKcGyEA
# vAqvNgzQ3VvU2VS4BwWpVzHYatVpI1lugAvy/uagppZmDoKTVIL4UiCfpP3tFWCLn
# 8r3Xfoldlcfqp0jkITU+ODJz9pH6tfs6WY+QB2GCFzXBOxj4nLstqNYCH/G/mUHY
# iN1TtpGINos5Akq4fWgo9xUfFSQCwY17OLMA2mEahOkCAwEAAa2MHQwEwYDVR01
# BAwwCgYIKwYBBQUHAWMwXQYDVR0BBFYwVIAQCWSVak4+ihZF92BFueq106EuMCwx
# KjAoBgNVBAMTIVBvd2VyU2h1bGwgTG9jYWwgQ2VydG1maWNhdGUgUm9vdIIQyHb
# dm1K1aFNW5MD0N5HwTajBgrUrDgmCHQUAA4GBADrt1+ccCb+/ItDs9iabZiYISDi
# nFN2mNkSnlrdsBdIorTMgonCYlQax5/htjGFeelD1T4u0iHfDhA3/xJogd6aPNf4
# zSgqza8a8FEYVv8NCJZcyC0DXCJsllECpXvhQICR0sLd5z7eCNUF+7Gry78P6jdv
# mPDBAwYAtbp4/nzvMYIBYDCCAQVwCAQEwQDAsMSowKAYDVQQDEYFQb3dlc1NoZWxs
# IExvY2FsIENlcnRpZmljYXRlIFJvbn3QCEP8Uq/IN+3uIQ93yur0fyHEwCQYFKw4D
# AhoFAKB4MBGgCisGAQQBgjccCAQwxCjAIOAKAAKECgAAwGQYJKoZIhvcNAQkDMQwG
# CisGAQQBgjccCAQQwHAYKKwYBBAGCNwIBCzEOMAwGcisGAQQBgjccCARUwIwYJKoZI
# hvCNAQkEMRYEFJC2WAEM4wvx98CaNlrvHK7BM4NgMA0GCSqGSIs3DQEBQUABIGA
# tewnic/hZcuJoe22VxHDqjjLdrjyiaVuPFSYcPUpunTX3c8COeLfU6Yr95QEGp8V
# 8wkFFFcp4o9ifSfRFxUqUV6CPZER3udEhgiKugsYGv/GLOWAh1rSV01D3g2HuocS
# f2g1Bd0fcXfzMIOCOmzjkx7H6zRbo9+B4QdWO5yL7e8=
# SIG # End signature block
PS C:\scripts>
```

If you edit the file, even by changing a single character or space, the signature will break:

```
PS C:\scripts> Get-AuthenticodeSignature .\TestScript.ps1

Directory: C:\scripts

SignerCertificate                               Status                               Path
-----
0E04B179F42F4B080B0FCC47C54C4A7FD0AD45DE HashMismatch                          TestScript.ps1
```

The solution is to simply resign the script:

```
PS C:\scripts> Set-AuthenticodeSignature .\TestScript.ps1 -Cert $cert
```

Some editors such as SAPIEN's PrimalScript can be configured to automatically sign scripts whenever you save them. Now, how does all of this relate to PowerShell?

17.3.3 The execution policy in depth

PowerShell's execution policy can be set to one of five levels, all of which correspond to some degree of digital signature checking and script execution.

- *Restricted*—This is the out-of-the-box execution policy, and it means that scripts won't run. This includes scripts started locally or using PowerShell remoting. It also includes your profile scripts!
- *RemoteSigned*—With this policy, scripts created on the local computer will execute just fine. Scripts created from a remote computer will run only if they carry a digital signature, and that signature must have been made by using a certificate issued from a trusted CA. The signature must also be intact, meaning the script can't have changed one tiny bit since it was signed. Note that some applications, notably Firefox, Internet Explorer, and Outlook, place a special flag into the header of files they download. Those files are considered "remote" by PowerShell.

- *AllSigned*—Basically the same as *RemoteSigned*, except that all scripts must be signed, no matter where they came from. This won't prevent a malicious but signed script from executing.
- *Unrestricted*—All scripts will run without a signature.
- *Bypass*—This shuts down PowerShell's execution policy entirely. It's mainly intended to be used by developers who are hosting PowerShell inside another application, when that application will provide its own security and PowerShell's isn't needed.

There's also a setting of *Undefined*, which means nothing is set for the current scope. Depending on how a PowerShell script is executed, you might end up with different execution policies in different scopes. If the setting is *Undefined*, generally this will have the same effect as *Restricted*.

You can see the current execution policy by running `Get-ExecutionPolicy`:

```
PS C:\> get-executionpolicy
Restricted
```

To modify it, run `Set-ExecutionPolicy` in an elevated session and follow the prompts:

```
PS C:\> Set-ExecutionPolicy RemoteSigned

Execution Policy Change
The execution policy helps protect you from scripts that you do not trust.
Changing the execution policy might expose you to the security risks
described in the about_Execution_Policies help topic at
http://go.microsoft.com/fwlink/?LinkID=135170. Do you want to change the
execution policy?
[Y] Yes [N] No [S] Suspend [?] Help (default is "Y"):
PS C:\> get-executionpolicy
RemoteSigned
```

If you prefer not to be prompted, use the `-Force` parameter:

```
PS C:\> set-executionpolicy AllSigned -Force
PS C:\> get-executionpolicy
AllSigned
```

The change is immediate. Note that the execution policy is stored in the `HKEY_LOCAL_MACHINE` portion of the Registry, which normally means that you have to be a local Administrator to change it. We don't recommend modifying the Registry directly, but you can certainly check it with this one-line command:

```
PS C:\> gp HKLM:\SOFTWARE\Microsoft\PowerShell\1\ShellIds\Microsoft
.PowerShell -Name executionpolicy | select ExecutionPolicy

ExecutionPolicy
-----
RemoteSigned
This is a handy command which you could use to query a remote computer using
Invoke-Command or other .NET remote registry tricks. Of course the
easiest way to check a remote computer's execution policy is to use
```

```
PowerShell remoting.PS C:\> invoke-command {get-executionpolicy}
-computer Client2
```

PSComputername	RunspaceID	Value
Client2	5b704b5c-cf6...	Restricted

The execution policy can also be deployed through an Active Directory Group Policy Object (GPO). When configured in that fashion, the GPO setting will override any local setting or any attempt to change it.

Finally, you can also change the execution policy for a single PowerShell session by using the `-ExecutionPolicy` switch of the `PowerShell.exe` executable:

```
C:\>powershell -executionpolicy allsigned
Windows PowerShell
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. : File C:\Users\Jeff\Documents\WindowsPowerShell\profile.ps1 cannot be
loaded. The file C:\Users\Jeff\Documents\WindowsPowerShell\profile.ps1 is
not digitally signed. The script will not execute on the system. For more
information, see about_Execution_Policies at
http://go.microsoft.com/fwlink/?LinkID=135170.
At line:1 char:3
+ . 'C:\Users\Jeff\Documents\WindowsPowerShell\profile.ps1'
+ ~~~~~
+ CategoryInfo          : SecurityError: (:) [], PSSecurityException
+ FullyQualifiedErrorId : UnauthorizedAccess

. : File
C:\Users\Jeff\Documents\WindowsPowerShell\Microsoft.PowerShell_profile.ps1
cannot be loaded. The file
C:\Users\Jeff\Documents\WindowsPowerShell\Microsoft.PowerShell_profile.ps1
is not digitally signed. The script will not execute on the system. For
More information, see about_Execution_Policies at
http://go.microsoft.com/fwlink/?LinkID=135170.
At line:1 char:3
+ .
+ 'C:\Users\Jeff\Documents\WindowsPowerShell\Microsoft.PowerShell_profile.ps1'
+ ~~~~~
+ CategoryInfo          : SecurityError: (:) [], PSSecurityException
+ FullyQualifiedErrorId : UnauthorizedAccess
PS C:\> get-executionpolicy
AllSigned
PS C:\>
```

In this example we started a new PowerShell session from the CMD prompt, specifying an `AllSigned` policy. We can tell it worked because the profile scripts, which aren't signed, failed to run.

NOTE If you're using a GPO to apply execution policies, you won't get an error message, but your setting also won't be applied.

PowerShell isn't intended to stop an informed user from intentionally doing anything—and adding a command-line parameter in that fashion is definitely the sign of

an informed user doing something very much on purpose. If at this point you're *still* concerned about a savvy user getting hold of this to run scripts, then all we can ask is why haven't you limited their access and permissions by now? Remember, commands executed in a PowerShell script are generally no different than what a user could type interactively in a console. If a user can't run a script, and is savvy enough, there's nothing to prevent him from copying and pasting the script contents into a PowerShell console and executing them (other than permissions and privileges).

So what's the effect of all of this? Well, it depends on the execution policy and the validity of any digital signatures. If the execution policy is anything but AllSigned, PowerShell will run any script, signed or not, even if the signature isn't valid. But with AllSigned, you'll get errors if the script isn't signed:

```
PS C:\scripts> Set-ExecutionPolicy allsigned -force
PS C:\scripts> .\NewScript.ps1
File C:\scripts\NewScript.ps1 cannot be loaded. The file
C:\scripts\NewScript.ps1 is not digitally signed. The script will not execute
on the system. For more information, see about_Execution_Policies at
http://go.microsoft.com/fwlink/?LinkID=135170.
At line:1 char:1
+ .\NewScript.ps1
+ ~~~~~
+ CategoryInfo          : NotSpecified: (:) [], PSSecurityException
+ FullyQualifiedErrorId : UnauthorizedAccess
PS C:\scripts>
```

Or if the signature is invalid:

```
PS C:\scripts> .\TestScript.ps1
File C:\scripts\TestScript.ps1 cannot be loaded. The contents of file
C:\scripts\TestScript.ps1 may have been tampered because the hash of the file
does not match the hash stored in the digital signature. The script will not
execute on the system. Please see "get-help about_signing" for more details..
At line:1 char:1
+ .\TestScript.ps1
+ ~~~~~
+ CategoryInfo          : NotSpecified: (:) [], PSSecurityException
+ FullyQualifiedErrorId : UnauthorizedAccess
PS C:\scripts>
```

Don't ignore these error messages. They're telling you something important, which is why you might want to use an AllSigned policy. The solution, after verifying the file, is to resign it:

```
PS C:\scripts> Set-AuthenticodeSignature .\TestScript.ps1 -Cert $cert
PS C:\scripts> .\TestScript.ps1

Do you want to run software from this untrusted publisher?
File C:\scripts\TestScript.ps1 is published by CN=PowerShell Script Signer
and
is not trusted on your system. Only run scripts from trusted publishers.
[V] Never run [D] Do not run [R] Run once [A] Always run [?] Help
(default is "D"):r
Hello Administrator. Are you ready for some PowerShell today?
PS C:\scripts>
```

Because in this example you're using a self-signed certificate, you get a warning about the publisher. But because you recognize the publisher, you can go ahead and run the script. Oh, and notice that you had to specify the path to the script file, even though you were in the same directory?

To sum up these mechanisms, if you want to execute a PowerShell script you must have an appropriate execution policy. If you're using digital signatures, the signature must be valid. Then, to execute the script you need to specify the script path.

17.4 The PowerShell security debate

Microsoft has generally recommended the RemoteSigned execution policy, suggesting that it offers a good balance between security and convenience. After all, with AllSigned, you have to sign every single script you run, normally using the Set-AuthenticodeSignature cmdlet to do so. What a pain in the neck! You also have to have a certificate, and those can be expensive—about \$800 per year from most commercial CAs. You can also create your own local-use-only certificate using the Makecert.exe utility; run `help about_signing` in PowerShell to read more about that. And of course, if your organization has its own internal Public Key Infrastructure (PKI), that can be used to issue the necessary Class 3 certificates.

Other folks, including Microsoft's own Scripting Guy, suggest using Unrestricted instead. Their argument is that the execution policy provides little in the way of protection, because it's easily bypassed. That's certainly true: If you were going to deploy a piece of malware that relied on a PowerShell script, you'd do it as a piece of .NET Framework code that hosted the shell and bypassed the execution policy entirely. Attackers are informed enough to do that. The point is that PowerShell's execution policy isn't a substitute for antimalware utilities, and if you have a good antimalware utility, then the execution policy seems less useful.

Our take? We usually go for the RemoteSigned policy. We know plenty of clients who use AllSigned, and they use it as a kind of change control mechanism: Only certain administrators possess the Class 3 certificate needed to sign scripts, and so any script released to the production network must be reviewed by one of them, in compliance with the organization's change management processes. So they're using the execution policy more as a process enforcement tool than a security mechanism, which is just fine. The other advantage, which Jeff firmly believes in, is that digital signatures guarantee script integrity. If the script has been modified in any way, even by changing a single character, the signature will fail and the script won't execute. To Jeff's way of thinking, he'd rather have a script fail to execute than start running only to fail partway through because of some bit of corruption, leaving you stuck between a rock and hard place. Granted, Jeff is an old-school "belt and suspenders" kind of IT pro, but the point is that a signed script can guarantee it hasn't been modified in any fashion, either deliberately or not. And regardless of your execution policy, you must review scripts acquired elsewhere before running them and ideally only then in a controlled test environment.

We'll point out one other consideration: PowerShell profile scripts. Keep in mind that these scripts are stored in your Documents folder, which you obviously have full control over. Even if you're logging on with a lesser-privileged account (in keeping with the principle of least privilege), that account by definition has full control over the Documents folder and your profile scripts. A simple piece of malware could thus modify your profile script, inserting malicious commands. The next time you run PowerShell—which you'd likely be doing with elevated privileges—those inserted commands would run automatically. Using the AllSigned execution policy helps thwart this specific attack, because your profile would also have to be signed, and the malicious insertions would break the signature, causing an error the next time you open the shell. Now, we'll also freely admit that AllSigned provides only the barest kind of protection against this attack, and the fact is that in order for it to happen *you have to have uncaught malware on your machine!* If you have malware, your PowerShell profile is far from your biggest problem; “Once you're Owned, you're Owned,” as the saying goes. But it's a consideration, and an illustration of the complexity of the PowerShell security debate.

17.5 Summary

In this chapter, we've tried to give you an overview of what PowerShell security is meant to accomplish and how it attempts to do so. We hope you now have a better idea of what to expect from PowerShell's security features and how you'd like to use them in your organization.

18

Advanced PowerShell syntax

This chapter covers

- Splatting
- Defining default parameter values
- Running external utilities
- Using subexpressions
- Using hash tables as objects

This chapter is a kind of catchall—an opportunity to share some advanced tips and tricks that you’ll see other folks using. Almost everything in this chapter can be accomplished in one or more other ways (and we’ll be sure to show you those as well), but it’s nice to know these shorter, more concise PowerShell expert techniques. These techniques save you time by enabling you to complete your tasks quicker and more easily.

18.1 Splatting

“Splatting” sounds like something a newborn baby does, right? In reality, it’s a way of wrapping up several parameters for a command and passing them to the command all at once.

For example, let's say you wanted to run the following command:

```
Get-WmiObject -Class Win32_LogicalDisk -ComputerName SERVER2 `
-Filter "DriveType=3" -Credential $cred
```

Notice that in this command, you pass a variable, `$cred`, to the `-Credential` parameter (for this example, assume that you've already put a valid credential into `$cred`). Now, if you were doing this from the command line, splatting wouldn't save you any time. In a script, stringing all of those parameters together can make things a little hard to read. One advantage of splatting is making that command a little prettier:

```
$params = @{class='Win32_LogicalDisk'
           computername='SERVER2'
           filter="DriveType=3"
           credential=$cred}
Get-WmiObject @params
```

This code creates a variable, `$params`, and loads it with a hash table. In the hash table, you create a key for each parameter name and assign the desired value to each key. To run the command, you don't have to type individual parameters; instead, use the splat operator (the `@` sign—being a splat operator is one of its many duties) and the name of your variable. Note that you shouldn't add the dollar sign to the variable in this instance, which is a common mistake.

NOTE We're in the habit of using single quotation marks around strings in most cases, but notice that the `-Filter` parameter value was enclosed in double quotation marks. That's because in WMI, the filter criteria will often contain single quotes. By wrapping it in double quotes, you can include single quotes within it without any problems. When it comes to that particular parameter value, it's best to use double quotes—even when using single quotes would work fine.

There's no reason whatsoever that the hash table has to be so nicely formatted. It's obviously easier to read when it *is* nicely formatted, but PowerShell doesn't care. This code is also perfectly valid:

```
$params = @{class='Win32_LogicalDisk';computername='SERVER2';
filter="DriveType=3";credential=$cred}
Get-WmiObject @params
```

Splatting's sole purpose in life isn't necessarily to make your scripts easier—but that's one thing you can use it for. Another use is to minimize typing. For example, let's say that you wanted to run that same command against a number of computers, one at a time, all from the command line (not from within a script). You're going to be retyping the same parameters over and over, so why not bundle them into a hash table for splatting?

```
$params = @{class='Win32_LogicalDisk'
           filter="DriveType=3"
           credential=$cred}
Get-WmiObject @params -ComputerName SERVER1
Get-WmiObject @params-ComputerName SERVER2
Get-WmiObject @params-ComputerName SERVER3
```

As you can see, it's legal to mix splatted and regular parameters, so you can bundle up a bunch of parameters that you plan to reuse into a hash table and splat them along with manually typed parameters to get whatever effect you're after. You can take this approach a step further if you remember that the `-ComputerName` parameter can accept multiple machine names:

```
$computers = "Server02", "Win7", "WebR201"
$params = @{class='Win32_LogicalDisk'
           filter="DriveType=3"
           credential=$cred}
Get-WmiObject @params -ComputerName $computers
```

Run `Get-WmiObject` three times, once for each machine using the same class, filter, and credential values that were splatted. And that's a good lead-in to defining default values!

18.2 Defining default parameter values

When cmdlet authors create a new cmdlet, they often define default values for some of the cmdlet's parameters. For example, when running `Dir`, you don't have to provide the `-Path` parameter because the cmdlet internally defaults to "the current path." Until PowerShell v3, the only way to override those internal defaults was to manually provide the parameter when running the command.

PowerShell v3 introduces a new technique that lets you define default values for one or more parameters of a specific command, which creates a kind of hierarchy of parameter values:

- If you manually provide a parameter and value when running the command, then whatever information you provide takes precedence.
- If you don't manually provide a value but you've defined a default value in the current shell session, then that default value kicks in.
- If you haven't manually specified a parameter or defined a default value in the current session, then any internal defaults created by the command's author will take effect.

As with splatting, you don't have to define default values for every parameter. You can define defaults for the parameters that you want and then continue to provide other parameters manually when you run the command. And, as stated in the previous list, you can override your own defaults at any time by manually specifying them when you run a command. One cool trick is specifying a default `-Credential` parameter so that it'll kick in every time you run a command and allow you to avoid having to retype it every single time. Keep in mind that such a definition is active only for the current shell session.

Default parameter values are stored in the `$PSDefaultParameterValues` variable using a hash table. This variable is empty until you add something to it. The variable is also scope and session specific. You could define the default value in your PowerShell profile script if you wanted it to take effect every time you opened a new shell window.

The hash table key is the cmdlet and parameter name separated by a colon. The value is whatever you want to use for the default parameter value.

Let's say that you've defined a credential object for WMI connections. Create the default parameter:

```
PS C:\> $PSDefaultParameterValues=@{"Get-WmiObject:credential"=$cred}
```

Now when you run a `Get-WmiObject` command, this default parameter will automatically be used:

```
PS C:\> gwmi win32_operatingsystem -comp coredc01
```

```
SystemDirectory : C:\Windows\system32
Organization    : MyCompany
BuildNumber     : 7600
RegisteredUser  : Administrator
SerialNumber    : 00477-001-0000421-84776
Version         : 6.1.7600
```

But you have to be careful. This default value will apply to *all* uses of `Get-WmiObject`, which means that local queries will fail because you can't use alternate credentials:

```
PS C:\> Get-WmiObject win32_operatingsystem
Get-WmiObject : User credentials cannot be used for local connections
At line:1 char:1
+ gwmi win32_operatingsystem
+ ~~~~~
+ CategoryInfo          : InvalidOperation: (:) [Get-WmiObject],
                        ManagementException
+ FullyQualifiedErrorId : GetWMIManagementException,Microsoft.PowerShell
                        .Commands.GetWmiObjectCommand
```

Perhaps a more likely scenario is a hash table, like this:

```
$PSDefaultParameterValues=@{"Get-WmiObject:class"="Win32_OperatingSystem";
"Get-WmiObject:enableAllPrivileges"=$True;
"Get-WmiObject:Authentication"="PacketPrivacy"}
```

Now whenever you run `Get-WmiObject`, unless you specify otherwise, the default parameter values are automatically included in the command:

```
PS C:\> Get-WmiObject -comp coredc01

SystemDirectory : C:\Windows\system32
Organization    : MyCompany
BuildNumber     : 7600
RegisteredUser  : Administrator
SerialNumber    : 00477-001-0000421-84776
Version         : 6.1.7600
PS C:\> Get-WmiObject -comp coredc01 -Class Win32_LogicalDisk `
>> -Filter "Drivetype=3"
>>

DeviceID       : C:
DriveType      : 3
ProviderName   :
```

```
FreeSpace      : 5384888320
Size           : 12777943040
VolumeName     :
```

The `$PSDefaultParameterValues` variable exists for as long as your PowerShell session is running. You can check it at any time:

```
PS C:\> $PSDefaultParameterValues

Name                                     Value
----                                     -
Get-WmiObject:Class                     Win32_OperatingSystem
Get-WmiObject:Authentication             PacketPrivacy
Get-WmiObject:enableAllPriv...          True
```

You can add definitions:

```
PS C:\> $PSDefaultParameterValues.Add("Get-ChildItem:Force",$True)
PS C:\> $PSDefaultParameterValues
```

```
Name                                     Value
----                                     -
Get-WmiObject:Class                     Win32_OperatingSystem
Get-WmiObject:Authentication             PacketPrivacy
Get-WmiObject:enableAllPriv...          True
Get-ChildItem:Force                     True
```

A new default parameter has been added for `Get-ChildItem` that sets the `-Force` parameter to `True`, which will now display all hidden and system files by default:

```
PS C:\> dir

Directory: C:\

Mode                LastWriteTime         Length Name
----                -
d--hs              2/16/2011  3:54 PM           $Recycle.Bin
d--hs              7/14/2009  1:08 AM           Documents and Settings
d----             12/7/2011  2:02 PM           Help
d----             7/13/2009 11:20 PM           PerfLogs
d-r--             3/22/2011 10:08 PM           Program Files
d-r--            12/2/2011  3:19 PM           Program Files (x86)
d--h              12/2/2011  3:07 PM           ProgramData
d--hs             8/21/2009  1:08 PM           Recovery
d----            1/12/2012 10:42 AM           scripts
d--hs            12/1/2011  8:31 PM           System Volume Information
d----            3/24/2011 12:03 PM           Temp
d----            12/12/2011 2:22 PM           test
d-r--            12/2/2011  9:09 AM           Users
d----            12/29/2011 3:31 PM           Windows
-a---            12/12/2011 8:51 AM           3688 myprocs.csv
-a---            12/2/2011  6:00 AM           4168 temp.txt
```

Notice that this command works even though it contained an alias, `DIR`.

Here's another useful example. The `Format-Wide` cmdlet displays output in columns, usually based on the object's name or some other key value. This setup usually

results in two columns. The cmdlet has a `-Columns` parameter, so let's give it a default value of 3. Add it to the existing variable:

```
PS C:\> $PSDefaultParameterValues.Add("Format-Wide:Column", 3)
```

Running the command will automatically use the default parameter value:

```
PS C:\> dir | fw
      Directory: C:\
[$Recycle.Bin]           [Documents and Settings]  [Help]
[PerfLogs]              [Program Files]           [Program Files (x86)]
[ProgramData]           [Recovery]                [scripts]
[System Volume Informat... [Temp]                    [test]
[Users]                 [Windows]                 myprocs.csv
temp.txt
```

If you want to modify this value, you can do so as you would for any other hash table value. The trick is including quotes around the key name because of the colon. Here's what you have now:

```
PS C:\> $PSDefaultParameterValues."Format-Wide:Column"
3
```

Let's assign a new value and test it out:

```
PS C:\> $PSDefaultParameterValues."Format-Wide:Column"]=4
PS C:\> Get-Process | where {$_.ws -gt 10mb} | Format-Wide
explorer           powershell         powershell_ise     svchost
svchost
```

Don't forget that you can specify a different value to override the default preference:

```
PS C:\> Get-Process | where {$_.ws -gt 10mb} | Format-Wide -col 5
explorer           powershell         powershell_ise     svchost           svchost
```

Removing a default value is just as easy:

```
PS> $PSDefaultParameterValues.Remove("Format-Wide:Column")
PS> $PSDefaultParameterValues

Name                               Value
----                               -
Get-WmiObject:enableAllPriv...    True
Get-WmiObject:class               Win32_OperatingSystem
Get-WmiObject:Authentication      PacketPrivacy
Get-ChildItem:Force               True
```

One thing to be aware of is that the `$PSDefaultParameterValues` variable contents can be overwritten with a command such as the following:

```
PS> $PSDefaultParameterValues=@{
>> "Format-Wide:Column"]=4
>> "Get-WmiObject:Filter"]="DriveType=3"
>> }
>>
PS> $PSDefaultParameterValues
```

Name	Value
-----	-----
Format-Wide:Column	4
Get-WmiObject:Filter	DriveType=3

Be sure to use the `Add` and `Remove` methods to modify your default values; otherwise, your results may not be quite what you expected. `$PSDefaultParameterValues` is a great feature, but beware: It's easy to get in the habit of assuming that certain parameters will always be set. If you begin writing scripts with those same assumptions, you must include or define the `$PSDefaultParameterValues` variable; if you don't, your script might fail or produce incomplete results.

18.3 Running external utilities

As you work with PowerShell, you'll doubtless run into situations in which you need to accomplish something that you know can be done with an old-fashioned command-line utility but that might not be directly possible using a native PowerShell cmdlet. Mapping a network drive is a good example: The old `NET USE` command can do it, but there's nothing immediately obvious in PowerShell v2.

NOTE In PowerShell v3 the new `-Persist` parameter enables you to map persistence network drives. As with any mapping of drives, just because you can doesn't mean you should.

That's fine—use the old-style command! In many cases, Microsoft has assigned an extremely low priority to creating PowerShell cmdlets when there's an existing method that already works and can be used from within PowerShell, and for the most part, PowerShell is good at running external or legacy commands.

Under the hood, PowerShell opens an instance of `Cmd.exe`, passes it the command you've entered, lets the command run there, and then captures the result as text. Each line of text is placed into PowerShell's pipeline as a `String` object. If necessary, you could pipe those `String` objects to another cmdlet, such as `Select-String`, to parse the strings or take advantage of other PowerShell scripting techniques.

Ideally, you should take results from external tools and turn them into objects that you can pass on to other cmdlets in the PowerShell pipeline. There are several techniques that might work, depending on the command you're running.

First, see whether the command produces CSV text. For example, the `Driverquery.exe` command-line tool has a parameter that formats the output as CSV, which is great because PowerShell happens to have a cmdlet that will convert CSV input to objects:

```
PS C:\> $d=driverquery /fo csv | ConvertFrom-Csv
PS C:\> $d
```

Module Name	Display Name	Driver Type	Link Date
-----	-----	-----	-----
1394ohci	1394 OHCI Compli...	Kernel	11/20/2010 5:44:...
ACPI	Microsoft ACPI D...	Kernel	11/20/2010 4:19:...

```

AcpiPmi           ACPI Power Meter... Kernel           11/20/2010 4:30:...
adp94xx          adp94xx           Kernel           12/5/2008 6:54:4...
...

```

Because you have objects written to the pipeline, you can use other PowerShell cmdlets:

```

PS C:\> $d | Where {$_. "Driver Type" -notmatch "Kernel"} |
sort @ {expression={$_. "Link date" -as [datetime]}} -desc |
Select -first 5 -prop "Display Name","Driver Type","Link Date"

Display Name           Driver Type           Link Date
-----
VirtualBox Shared Folders File System           12/19/2011 7:53:53 AM
SMB 1.x MiniRedirector File System           7/8/2011 10:46:28 PM
Server SMB 1.xxx Driver File System           4/28/2011 11:06:06 PM
Server SMB 2.xxx Driver File System           4/28/2011 11:05:46 PM
srvnet                File System           4/28/2011 11:05:35 PM

```

There are a few things to watch out for. First, you might end up with property names that have spaces, which is why you must enclose them in quotes:

```
Where {$_. "Driver Type" -notmatch "Kernel"}
```

Sometimes the values have extra spaces, in which case using an operator such as `-eq` might not work—hence the `-NotMatch` regular expression operator. Finally, everything is treated as a string, so if you want to use a particular value as a particular type, you may need to use a hash table as shown earlier to sort on the “Link Date” property:

```
sort @ {expression={$_. "Link date" -as [datetime]}} -desc
```

Otherwise, the property would have been sorted as a string, which wouldn’t produce the correct results.

You’ll often need to parse output using a combination of PowerShell techniques such as the `Split` operator and regular expressions. Here’s how to take the results of the `NBTSTAT.EXE` command and turn them into PowerShell objects. Here’s the original command:

```
PS C:\> nbtstat -n
```

```

Local Area Connection 2:
Node IpAddress: [172.16.10.129] Scope Id: []

```

NetBIOS Local Name Table

Name	Type	Status
CLIENT2	<00> UNIQUE	Registered
MYCOMPANY	<00> GROUP	Registered
CLIENT2	<20> UNIQUE	Registered
MYCOMPANY	<1E> GROUP	Registered
MYCOMPANY	<1D> UNIQUE	Registered
.._MSBROWSE_.	<01> GROUP	Registered

```
PS C:\>
```

You might want to turn the name table results into objects but also to ignore the MSBROWSE entry. The first step is to parse out all the irrelevant lines:

```
$data=nbtstat /n | Select-String "<" | where {$_ -notmatch "__MSBROWSE__"}
```

This command should leave only the lines that have a <> in the text. Next, take each line and clean it up:

```
$lines=$data | foreach {$_.Line.Trim() }
```

When writing this example, we took the extra step of trimming empty spaces from the beginning and end of each line. Now it's time to split each line into an array using whitespace as the delimiter. One approach is to use a regular expression pattern to indicate one or more spaces. After each line is turned into an array, you can define a "property" name for each array element in a hash table:

```
$lines | foreach {
  $temp=$_ -split "\s+"
  $phash=@{
    Name=$temp[0]
    NbtCode=$temp[1]
    Type=$temp[2]
    Status=$temp[3]
  }
}
```

As each line is written to the pipeline, all that remains is to write a new object to the pipeline:

```
New-Object -TypeName PSObject -Property $phash
```

Alternatively, you can use a hash table as an object. We'll discuss this topic a bit more later in the chapter. The following listing shows all of this code wrapped into a simple function.

Listing 18.1 Get-NBTName.ps1

```
#requires -version 3.0

Function Get-NBTName {
  $data=nbtstat /n | Select-String "<" | where {$_ -notmatch "__MSBROWSE__"}

  #trim each line
  $lines=$data | foreach { $_.Line.Trim() }

  #split each line at the space into an array and add
  #each element to a hash table
  $lines | foreach {
    $temp=$_ -split "\s+"

    #create an object from the hash table
    [PSCustomObject]@{
      Name=$temp[0]
      NbtCode=$temp[1]
      Type=$temp[2]
    }
  }
}
```



```

    Status=$temp[3]
  }
}
} #end function

```

Here's the result in a PowerShell expression:

```

PS C:\> Get-NBTName | sort type | Format-Table -AutoSize
Name           NbtCode Type    Status
-----
MYCOMPANY     <1E>    GROUP  Registered
MYCOMPANY     <00>    GROUP  Registered
MYCOMPANY     <1D>    UNIQUE Registered
CLIENT2       <00>    UNIQUE Registered
CLIENT2       <20>    UNIQUE Registered

```

The final technique to be demonstrated here is how to handle output that's grouped. For example, you might run a command such as the following:

```

PS C:\> whoami /groups /fo list
GROUP INFORMATION
-----
Group Name: Everyone
Type:      Well-known group
SID:      S-1-1-0
Attributes: Mandatory group, Enabled by default, Enabled group

Group Name: BUILTIN\Users
Type:      Alias
SID:      S-1-5-32-545
Attributes: Mandatory group, Enabled by default, Enabled group
...

```

To convert this command into PowerShell, turn each group of four lines into an object with properties of `GroupName`, `Type`, `SID`, and `Attributes`. We recommend using property names without spaces. The first step is to save only the text that you want to work with, so skip the first few lines and strip out any empty lines:

```
whoami /groups /fo list | Select -Skip 4 | Where {$_}
```

Next, take what's left and pipe it to the `ForEach-Object` cmdlet. Use a `Begin` scriptblock to initialize a few variables:

```
foreach-object -Begin {$i=0; $hash=@{}}
```

In the `Process` scriptblock, keep track of the number of lines that have been processed. When `$i` is equal to 4, you can write a new object to the pipeline and reset the counter:

```
-Process {
    if ($i -ge 4) {
        #turn the hash table into an object
        [PSCustomObject]$hash
    }
}
```

```

        $hash.Clear()
        $i=0
    }

```

If the counter is less than 4, split each line into an array using the colon as the delimiter. The first element of the array is added as the key to the hash table, replacing any spaces with nothing. The second array element is added as the value, trimmed of extra leading or trailing spaces:

```

$data=$_ -split ":"
    $hash.Add($data[0].Replace(" ", ""), $data[1].Trim())
    $i++

```

This process repeats until `$i` equals 4, at which point a new object is written to the pipeline. The next listing provides the finished script.

Listing 18.2 Get-WhoamiGroups.ps1

```

#Requires -version 3.0

whoami /groups /fo list | Select -Skip 4 | Where {$_.} |
foreach-object -Begin {$i=0; $hash=@{}} -Process {
    if ($i -ge 4) {
        #turn the hash table into an object
        [PSCustomObject]$hash
        $hash.Clear()
        $i=0
    }
    else {
        $data=$_ -split ":"
        $hash.Add($data[0].Replace(" ", ""), $data[1].Trim())
        $i++
    }
}

```

Here's a sample of the final result in a PowerShell expression:

```

PS C:\> S:\Get-WhoamiGroups.ps1 | where {$_.type -eq "Group"} |
Select GroupName | sort GroupName

GroupName
-----
MYCOMPANY\AlphaGroup
MYCOMPANY\Denied RODC Password Replication Group
MYCOMPANY\Domain Admins
MYCOMPANY\Exchange Organization Administrators
MYCOMPANY\Exchange Public Folder Administrators
MYCOMPANY\Exchange Recipient Administrators
MYCOMPANY\Group Policy Creator Owners
MYCOMPANY\LocalAdmins
MYCOMPANY\SalesUsers
MYCOMPANY\Schema Admins
MYCOMPANY\SCOM Ops Manager Admins
MYCOMPANY\Test Rollup

```

These examples are by no means the only way you could accomplish these tasks, but they demonstrate some of the techniques you might use.

We hope you caught our little caveat at the beginning of this section: “*For the most part*, PowerShell is good at running external commands.” Sometimes it isn’t so good—usually when the external command has its own complicated set of command-line parameters. In such cases, PowerShell sometimes hiccups and gets confused about what it’s supposed to be passing to `Cmd.exe` and what it’s supposed to be handling itself.

TIP PowerShell v3 has a new command-line parser feature. You add the `--%` sequence anywhere in the command line, and PowerShell won’t try to parse the remainder of that line. But be aware that it’s not infallible, which is why we’re showing you this approach.

The result is usually a screenful of error messages. There are some tricks you can use, though, to see what PowerShell is trying to do under the hood and to help it do the right thing.

At one time or another, you’ve probably done something like this:

```
PS> ping 127.0.0.1 -n 1

Pinging 127.0.0.1 with 32 bytes of data:
Reply from 127.0.0.1: bytes=32 time<1ms TTL=128
```

What if you want to use some variables with that?

```
PS> $pn = "-n 1"
PS> $addr = "127.0.0.1"
PS> ping $addr $pn
Value must be supplied for option -n 1.
```

You can’t combine the variables, either:

```
PS> ping "$addr $pn"
Ping request could not find host 127.0.0.1 -n 1. Please check the name and
try again.
```

Though awkward, this approach will work:

```
ping $addr
```

As will this approach:

```
cmd /c "ping $addr $pn"
```

You need to investigate what’s happening with the arguments being passed to `ping`. PowerShell has a tokenizer (it reads the command you type, or run in your script, and works out what to do with them). You can feed this problem child to the tokenizer and see what it tells you. There’s a lot of output, so it’s been truncated here using `Format-Table` to control the display:

```
PS> [management.automation.psparser]::Tokenize("ping $addr $pn", [ref]$null)
| ft Content, Type -a

Content          Type
-----
ping             Command
```

```
127.0.0.1 CommandArgument
-n         CommandParameter
1         Number
```

Four arguments are returned. First is ping itself, then the IP address, and finally the `-n` parameter and its argument. This output implies that PowerShell isn't interpreting the argument (1) for the parameter (`-n`) correctly; this result agrees with the error messages. So how can you get this approach to work?

You need to be able to pass the variables to ping and have the whole string run as a single expression. One way to achieve this is to use the `Invoke-Expression` cmdlet as follows:

```
PS> Invoke-Expression "ping $addr $pn"

Pinging 127.0.0.1 with 32 bytes of data:
Reply from 127.0.0.1: bytes=32 time<1ms TTL=128

Ping statistics for 127.0.0.1:
    Packets: Sent = 1, Received = 1, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 0ms, Average = 0ms
```

18.4 Expressions in quotes: *\$(Scool)*

This example is a handy little bit of syntax that you'll see all over people's blogs, in books, and so on—but if they don't explain what it's doing, it can be downright confusing.

One thing covered elsewhere in this book is the trick you can do with variables that are placed inside double quotes. Check out this example:

```
PS C:\> $a = 'World'
PS C:\> $b1 = 'Hello, $a'
PS C:\> $b2 = "Hello, $a"
PS C:\> $b1
Hello, $a
PS C:\> $b2
Hello, World
```

As you can see, inside double quotes PowerShell scans for the `$` symbol (the dollar sign). PowerShell assumes that what follows the dollar sign is a variable name and replaces the variable with its contents. So there's rarely a need to concatenate strings—you can stick variables directly inside double quotes.

Here's a more practical example. Let's keep it simple by loading numeric values into variables and then performing some math on them so that you can display the result in a human-readable phrase:

```
$freespace = 560
$size = 1000
$freepct = 100 - (($freespace / $size) * 100)
Write-Host "There is $freepct% free space"
```

There's nothing wrong with this approach, except perhaps that a third variable was created to hold the result. That's a variable PowerShell now has to keep track of, set

aside memory for, and so on. It's no big deal, but it isn't strictly necessary, either. Please note the percent sign used here: When PowerShell is doing its variable-replacement trick inside double quotes, it looks for the dollar sign. It then scans until it finds a character that isn't legal inside a variable name, such as whitespace or—in this case—the percent sign. So, in this example, PowerShell knows that `$freepct` is the variable name. That means you couldn't stick the math formula into the double quotes—you wouldn't get the intended output at all. What you can do, though, is this:

```
$freespace = 560
$size = 1000
Write-Host "There is $(100 - (($freespace / $size) * 100))% free space"
```

Here, the entire mathematical expression is placed inside a `$()` construct, shown in boldface here for emphasis. PowerShell knows that when it sees a dollar sign immediately followed by an open parenthesis it isn't looking at a variable name but instead at a complete expression. Inside those parentheses, you can put almost anything that PowerShell can execute. It'll evaluate the contents of the parentheses and replace the entire `$()` expression with its results. You avoid creating a new variable, and you still get the intended result.

You'll most often see this approach used with object properties. For example, suppose that you have a variable `$service` that contains a single service. If you want to try this out on your own, run the following command:

```
$service = Get-Service | Select -first 1
```

This command won't work:

```
$service = Get-Service | Select -first 1
Write-Host "Service name is $service.name" -foregroundcolor Green
```

A period isn't a valid character in a variable name, so PowerShell will treat `$service` as a variable and treat `.name` as a literal string. The result will be something like "Service name is System.ServiceProcess.ServiceController.name," which isn't what was intended. But using the `$()` trick works:

```
$service = Get-Service | Select -first 1
Write-Host "Service name is $($service.name)" -foregroundcolor Green
```

In this code, the expression `$service.name` is enclosed in the special `$()` construct so that PowerShell will evaluate the entire expression and replace it with the result. You should see something like "Service name is ADWS" or whatever the name of the first service on your system happens to be. These subexpressions are handy when you're working in the console, where the emphasis is on efficiency and brevity.

18.5 *Parentheticals as objects*

This trick relies on the same basic premise as the previous one: When PowerShell sees a parenthetical expression, it executes the contents and then effectively replaces the entire expression with its results. This is an incredibly useful behavior, but you may see

folks using it in ways that are, at first, a bit confusing to read. For example, can you make sense of this example?

```
(Get-Process -name conhost | Select -first 1).id
```

The result, on our system, is 1132—the ID of the first process named conhost. As in algebra, you start by executing the parentheses first. So, inside parentheses is this command:

```
Get-Process -name conhost | Select -first 1
```

Running that command entirely on its own, you can see that it returns a single process at most. That process has properties such as Name, ID, and so on. In your head, you should read the entire parenthetical expression as representing a single process. To avoid displaying the entire process, follow the process with a period, which tells PowerShell that you want to access a piece of the object (remember: in math a period comes before the fractional portion of a number, so you can think of the period as coming before a portion of the object). Follow the period with the piece of the object you want, which in this example is its ID property, so that's what was displayed.

A longer form of this same command might look like this:

```
$proc = Get-Process -name conhost | Select -first 1
$proc.id
```

That form has exactly the same effect, although an intermediate variable was created to hold the original result. Using the parenthetical expression eliminates the need for the middleman variable that's helpful at the command line, but in a script there's no penalty for taking the extra step to create the variable. It'll make your code easier to read, debug, and maintain.

18.6 Increase the format enumeration limit

Here's something you may have come across and been a little frustrated by. Consider a command like this:

```
PS C:\> get-module Microsoft.PowerShell.Utility

ModuleType Name                               ExportedCommands
-----
Manifest    Microsoft.PowerShell.Utility                 {Add-Member, Add-Type, Cl...
```

The braces under `ExportedCommands` indicate a collection. You might try this command next:

```
PS C:\> get-module Microsoft.PowerShell.Utility | select ExportedCommands

ExportedCommands
-----
{[Add-Member, Add-Member], [Add-Type, Add-Type], [Clear-Variable, Clear-...
```

One way around this issue to see more entries is to use one of our earlier parentheticals as objects tips in section 18.5:

```
PS C:\> (Get-Module Microsoft.PowerShell.Utility).ExportedCommands
```

Alternatively, you could try

```
Get-Module Microsoft.PowerShell.Utility |
select -ExpandProperty ExportedCommands
```

Sure, these commands work if that's all you want to see. Here's one more variation on the problem:

```
PS C:\> Get-Module Microsoft.PowerShell.Utility | Select Name,
ExportedCommands | format-list

Name                : Microsoft.PowerShell.Utility
ExportedCommands    : {[Add-Member, Add-Member], [Add-Type, Add-Type],
                      [Clear-Variable, Clear-Variable], [Compare-Object,
                      Compare-Object] ...}
```

Clearly, there are more than four commands. Wouldn't you like to see a bit more? You need to modify the `$FormatEnumerationLimit` variable, which has a default value of 4, to accomplish this:

```
PS C:\> $FormatEnumerationLimit
4
PS C:\> $FormatEnumerationLimit=8
```

See what happens:

```
PS C:\> get-module Microsoft.PowerShell.Utility | Select
Name,ExportedCommands | format-list

Name                : Microsoft.PowerShell.Utility
ExportedCommands    : {[Add-Member, Add-Member], [Add-Type, Add-Type],
                      [Clear-Variable, Clear-Variable], [Compare-Object,
                      Compare-Object], [ConvertFrom-Csv, ConvertFrom-Csv],
                      [ConvertFrom-Json, ConvertFrom-Json],
                      [ConvertFrom-StringData, ConvertFrom-StringData],
                      [ConvertTo-Csv, ConvertTo-Csv] ...}
```

Now you'll get more enumerated items. If you set the variable to a value of `-1`, PowerShell will return all enumerated values. Add a line in your PowerShell profile to modify this variable if you want to take advantage of it. If you do modify this variable in your profile, be aware that it'll apply to all format enumerations. Some of these can get quite large and could swamp your display, making it difficult to pick out other information.

18.7 *Hash tables as objects*

A new feature in PowerShell v3 is the ability to turn hash tables into objects. In v2, you could use a hash table of property values with the `New-Object` cmdlet:

```
$obj=New-Object psobject -Property @{
Name="PowerShell"
Computername=$env:computername
Memory=(Get-WmiObject Win32_OperatingSystem).TotalVisibleMemorySize/1kb
}
```

In PowerShell v3, you can create an object of a known type:

```
PS C:\> [Microsoft.Management.Infrastructure.Options.DComSessionOptions]$co=
    @{PacketPrivacy=$True;PacketIntegrity=$True;Impersonation="Impersonate"}
PS C:\> $co

PacketPrivacy    : True
PacketIntegrity  : True
Impersonation    : Impersonate
Timeout          : 00:00:00
Culture          : en-US
UICulture        : en-US
```

You can use this object in an expression as follows:

```
PS C:\scripts> $cs=New-CIMSession coredc01 -SessionOption $co
```

The type you use must have a default Null constructor (no arguments are needed, or the arguments have default values). In this example, you could as easily have created the `$co` variable using the `New-CIMSessionOption` cmdlet, so perhaps this example doesn't help that much.

You can also use this technique to create your own custom objects:

```
$obj=[PSCustomObject]@{
    Name="PowerShell"
    Computername=$env:computername
    Memory=(Get-WmiObject Win32_OperatingSystem).TotalVisibleMemorySize/1kb
}
```

Looking at this in the shell yields a typical object:

```
PS C:\> $obj

Name                                Computername                        Memory
----                                -
PowerShell                          CLIENT2                             1023.5546875
```

This is the same result you'd get with `New-Object` and a hash table of property values. But using the hash table as an object does have a few advantages:

- It might save a little bit of typing.
- It's better with regard to performance.
- Properties are written to the pipeline in the order defined.

As a final example, consider the following code:

```
[System.Management.ManagementScope]$scope = @{
    Path = "\\webr201\root\WebAdministration"
    Options = [System.Management.ConnectionOptions]@{
        Authentication = [System.Management.AuthenticationLevel]::PacketPrivacy
    }
}

[System.Management.ManagementClass]$website = @{
    Scope = $scope
    Path = [System.Management.ManagementPath]@{
```



```

    ClassName = "Site"
  }
  Options = [System.Management.ObjectGetOptions]@{}
}

[System.Management.ManagementClass]$bind = @{
  Scope = $scope
  Path = [System.Management.ManagementPath]@{
    ClassName = "BindingElement"
  }
  Options = [System.Management.ObjectGetOptions]@{}
}

$BInstance = $bind.CreateInstance()
$BInstance.BindingInformation = "*:80:HTasO.manticore.org"
$BInstance.Protocol = "http"

$website.Create("HTasO", $BInstance, "c:\HTasO", $true)

```

This example uses the `System.Management` .NET classes to wrap WMI calls to a web server. The IIS WMI provider requires the Packet Privacy level of DCOM authentication. In PowerShell v2, use .NET code or Remoting to use the IIS provider remotely. This requirement changes in PowerShell v3, as is discussed in chapter 39. For now, you can simplify (yes, this is simplified) the code using hash tables as objects.

The code starts by defining the WMI scope, which includes the namespace and the authentication level; notice that the hash tables are nested. The `Site` and `BindingElement` objects are created. The scope information is used in both objects, which is why it's defined first. The site binding information is set and then the site is created.

Using hash tables as objects does make working directly with .NET classes easier but is also an advanced technique that you should probably wait to use until you've gained some experience with PowerShell.

18.8 *Summary*

Our goal in this chapter was to introduce you to some of the advanced tricks and techniques that you'll often see people using—and that we expect you'll want to use yourself, now that you've seen them. These tricks are ones that didn't fit in neatly elsewhere in the book and that tend to confuse newcomers to PowerShell at first. Now they won't trip you up!

Part 3

PowerShell scripting and automation

The chapters in this part of the book have a single goal: repeatability. Using PowerShell's scripting language, along with associated technologies like workflow, you can begin to create reusable tools that automate key tasks and processes in your environment.

19

PowerShell's scripting language

This chapter covers

- Logical conditions
- Loops
- Branching
- Code formatting

Although we firmly maintain that PowerShell isn't a scripting language, it does—like many command-line shells—*contain* a scripting language. This language can prove useful when you want to automate complex, multipart processes that may require different actions to be taken for different scenarios. PowerShell's language is definitely simple, consisting of less than two dozen commands usually referred to as *keywords*, but it's more than adequate for most jobs. The ability to use cmdlets, functions, and .NET negates the pure language deficiencies. The language's syntax is loosely modeled on C#, which lends it a strong resemblance to other C-based languages such as PHP, C++, and Java.

19.1 Defining conditions

As with most languages, the heart of PowerShell's scripting capabilities is based on *conditions*. You define a condition that keeps a loop repeating or define a

condition that causes your script to execute some particular command that it'd otherwise ignore.

The conditions you specify will usually be contained within parentheses and will often use PowerShell's various comparison operators to achieve either a `True` or `False` result. Referred to as *Boolean values*, these `True/False` results tell PowerShell's various scripting language elements whether to take some action, keep executing a command, and so on.

For example, all of the following conditions—*expressions* is the proper term for them—evaluate to `True`, which in PowerShell is represented with the built-in variable `$True`:

```
(5 -eq 5)
((5 -gt 0) -or (10 -lt 100))
('this' -like '*hi*')
```

All of the following conditions evaluate to `False`, which PowerShell represents by using `$False`:

```
(5 -lt 1)
((5 -gt 0) -and (10 -gt 100))
('this' -notlike '*hi*')
```

As you dive into PowerShell's scripting language, the punctuation becomes pretty important. For now, keep in mind that we're using parentheses in a new way here. All of these expressions evaluate to either `True` or `False`; PowerShell executes the expressions first because they're contained in parentheses (remember your algebra lessons!). The resulting `True` or `False` is then utilized by the scripting keyword to loop, branch, and so on.

19.2 Loops: For, Do, While, Until

PowerShell supports several types of loop. All of these loop constructs share a single purpose: to continue executing one or more commands until some expression is either `True` or `False`. These loops differ only in how they achieve that purpose. The choice of loop is important, because some loops will execute once even if the conditions are immediately met and others will skip the loop entirely. You may want one or the other behavior to occur depending on your processing scenario.

19.2.1 The For loop

The `For` loop is the simplest and is designed to execute one or more commands a specific number of times. Here's the basic syntax:

```
For (starting-state ; repeat-condition ; iteration-action) {
    Do something
}
```

The `For` loop is unusual in that it doesn't take a single expression within parentheses, which is what—as you'll see—the other loops use. Instead, its parentheses contain three distinct components, separated by semicolons:

- Starting-state, which is where you usually define a variable and assign it a starting value.
- Repeat-condition, which is where you usually compare that variable to a given value. As long as your comparison is `True`, the loop will repeat again.
- Iteration-action, which is some action that PowerShell takes after executing the loop each time. This is where you usually increment or decrement the variable. The change doesn't have to be an increment of 1. The counter can be incremented by 2, -3, or whatever you need.

This loop is a lot easier to see in an example:

```
For ($i=0; $i -lt 10; $i++) {  
    Write-Host $i  
}
```

This code will output the numbers 0, 1, 2, 3, 4, 5, 6, 7, 8, and 9. After outputting 9, the iteration-action will be executed again, incrementing `$i` to 10. At that point, `$i` is no longer less than 10, so the repeat-condition will return `False` and the loop won't execute an eleventh time.

In the ISE or in scripts it's possible—and legal in PowerShell—to put the conditions on multiple lines separated by carriage returns:

```
For (  
    $i=0  
    $i -lt 10  
    $i++) {  
    Write-Host $i  
}
```

The results are identical to those obtained in the previous example. The drawback to this approach is that the code can't be copied out and run in the console as easily. Using the form with semicolons is easier when you're working interactively, which is also the way you're most likely to find it in shared scripts and published material.

The starting value of the counter can be set outside the condition expression:

```
$i=0  
For ($i; $i -lt 10; $i++) {  
    Write-Host $i  
}
```

But be careful, because if the condition is met, the loop won't execute. This next example doesn't produce any output because the condition is tested at the top of the loop and immediately produces a value of `False`:

```
$i=10  
For ($i; $i -lt 10; $i++) {  
    Write-Host $i  
}
```

Note that it's perfectly legal to change the value of the variable—such as `$i` in our example—within the loop. If doing so results in the repeat-condition being `False` at the end of the loop iteration, then the loop won't execute again.

Loop counters

Have you ever wondered why `$i` is used for the counter in examples of `For` loops?

It goes all the way back to mainframe days and the FORTRAN language. FORTRAN was one of the first computer languages that was readable—that wasn't binary or assembler-level code. Any variable starting with the letters I–N was by default treated as an integer. Simple counters were defined as I, J, K, and so on.

The concept stuck across the industry, and we now use `$i` as our counter in PowerShell.

19.2.2 The other loops

The other three keywords you'll see used in simple conditional loops are `Do`, `While`, and `Until`. These are designed to execute until some condition is `True` or `False`, although unlike `For`, these constructs don't take care of changing that condition for you. Here are the three forms you can use:

```

$i = 0
Do {
    $i
    $i++
} While ($i -lt 10)

```

← Do-While loop

```

$i = 0
Do {
    $i
    $i++
} Until ($i -eq 10)

```

← Do-Until loop

```

$i = 0
While ($i -lt 10) {
    $i
    $i++
}

```

← While loop

NOTE Although it's legal to use the `While` keyword at the beginning of the loop or, in combination with `Do`, at the end of the loop, it isn't legal to use `Until` that way. The `Until` keyword can be used only at the end of a loop, with `Do` at the beginning of that loop.

For each of these loops, we've set a starting condition of 0 for the variable `$i`. Within each loop, we increment `$i` by 1. The loops' expressions determine how many times each will execute. Some important details:

- In the `Do-While` loop, the commands in the loop will always execute at least one time because the condition isn't checked until the end. They'll continue executing as long as the `While` expression, that is, `$i` is less than 10, results in `True`.
- With the `Do-Until` loop, the contents of the loop will also execute at least one time. It isn't until the end of the loop that the `Until` keyword is checked, causing the loop to repeat if the expression is `False`.

- The `While` loop is different in that the contents of the loop aren't guaranteed to execute at all. They'll execute only if the `While` expression is `True` to begin with (we made sure it would be by setting `$i = 0` in advance), and the loop will continue to execute while that expression results in `True`.

Try changing the starting values of `$i` to see how the loop structures respond.

TIP The key lesson with loops is that if the condition is tested at the end of the loop, that loop will execute at least once. If the test is at the start of the loop, there are no guarantees that the loop will execute at all. The appropriate structure to use depends on the condition you're checking.

19.3 ForEach

This scripting construct has the exact same purpose as the `ForEach-Object` cmdlet. That cmdlet has an alias, `ForEach`, which is easy to confuse with the `ForEach` scripting construct because...well, because they have the exact same name. PowerShell looks at the context of the command line to figure out if you mean “foreach” as an alias or as a scripting keyword. Here's an example of both the cmdlet and the scripting construct being used to do the exact same thing:

```
Get-Service -name B* | ForEach { $_.Pause() }

$services = Get-Service -name B*
ForEach ($service in $services) {
    $service.Pause()
}
```

Here are the details of how this scripting construct works:

- You provide two variables, separated by the keyword `In`, within parentheses. The second variable is expected to hold one or more objects that you populate in advance. The first variable is one that you make up; it must contain one of those objects at a time. If you come from a VBScript background, this sort of thing should look familiar.
- It's common practice to give the second variable a plural name and the first one the singular version of that plural name. This convention isn't required, though. You could've put `ForEach ($fred in $rockville)`, and provided that `$rockville` contained some objects, PowerShell would've been happy. But stick to giving variables meaningful names and you'll be much happier.
- PowerShell automatically takes one object at a time from the second variable and puts it into the first. Then, within the construct, you use the first variable to refer to that one object and do something with it. In the example, you executed its `Pause` method. Don't use `$_` within the scripting construct as you do with the `ForEach-Object` cmdlet.

Someday, you might be unsure whether you should be using the cmdlet or the scripting construct. In theory, the cmdlet approach—piping something to `ForEach-Object`—could use less overall memory in some situations. But we've also seen the

cmdlet approach run considerably slower with some large sets of objects. Your mileage may vary. If the processing in the loop is complex, especially if multiple pipelines are involved (using `$_` to indicate the object on the pipeline), it may be less confusing to use the keyword to differentiate the pipelines.

You also might consider your overall need, especially if you wanted to pipe to another cmdlet or function:

```
PS C:\> foreach ($service in $services) {
>> $service | select Name,DisplayName,Status
>>} | Sort Status
>>
An empty pipe element is not allowed.
At line:3 char:4
+ } | <<<< Sort Status
    + CategoryInfo          : ParserError: (:) [],
      ParentContainsErrorRecordException
    + FullyQualifiedErrorId : EmptyPipeElement
```

PowerShell complains because there's nothing to come out the other side for the `ForEach` construct. But something like this example will work:

```
PS C:\> $services | foreach {
>>   $_ | select Name,DisplayName,Status
>> } | Sort Status
>>
```

Name	DisplayName	Status
----	-----	-----
Browser	Computer Browser	Stopped
BDESVC	BitLocker Drive Encrypt...	Stopped
bthserv	Bluetooth Support Service	Running
BFE	Base Filtering Engine	Running
BITS	Background Intelligent ...	Running

Another common consideration is whether you'll need to reference the collection of objects just once or multiple times—if you need access to the collection multiple times, it may be more efficient to use the script construct so that you don't incur the overhead of refreshing the data. The last point to make is that many of the scripts you'll find on the web are conversions from VBScript, which had to use this approach of iterating over a collection of objects. It's always worthwhile to stop and think for a second in order to determine the best approach to solve *your* problem.

What we'll commit to is this: Don't use *either* approach if you don't have to. For example, our service-pausing example would be much better written this way:

```
Get-Service -name B* | Suspend-Service
```

And our sort example is better written like this:

```
Get-Service b* | Sort Status | select Name,DisplayName,Status
```

If you don't have to manually enumerate through objects, don't. Using `ForEach`—either the cmdlet/alias or the scripting construct—is sometimes an indication that

you're doing something you shouldn't be doing. That's not true in *all* cases—but it's worth considering each usage to make sure you're not doing something that PowerShell would be willing to do for you. But don't get hung up on this issue; many cmdlets don't accept pipeline input on the parameters you may need to use, so `ForEach` becomes a necessity. It's sometimes more important to get the job done than to track down the ultimate right way of doing something.

This is also a good time for us to remind you of the power of parentheses. We sort of fibbed when we said that the `ForEach` scripting construct requires two variables. Technically, it needs only one—the first one. The second position must contain a collection of objects, which can be either in a variable—as in our examples so far—or from the result of a parenthetical expression, like this:

```
foreach ($service in (Get-Service -name B*)) {  
    $service.pause()  
}
```

This version is a bit harder to read, perhaps, but is also totally legal and a means of eliminating the need to store the results of the `Get-Service` command in a variable before working with those results.

19.4 Break and Continue

You can use two special keywords—`Break` and `Continue`—within the contents of a loop, that is, within the curly bracketed section of a loop:

- `Break` will exit the loop immediately. It exits only one level. For example, if you have Loop A nested within Loop B and the contents of Loop B include `Break`, then Loop B will exit but Loop A will continue executing. `Break` has no effect on the `If` construct, but it does have an effect on the `Switch` construct, as you'll see shortly.
- `Continue` will immediately skip to the end of the current loop and decide (based on how the loop was written) whether to execute another iteration.

These keywords are useful for prematurely exiting a loop, either if you've determined that there's no need to continue executing or to skip over a bunch of code and get to the next iteration.

For example, suppose you've retrieved a bunch of Active Directory user objects and put them into the variable `$users`. You want to check their `Department` property, and if it's "Accounting," you want to disable the account (hah, that'll teach those bean counters). Once you've done that to five accounts, though, you don't want to do any more (no sense in upsetting too many folks). You also don't want to disable any account that has a "Title" attribute of "CFO" (you're mean, not stupid). Here's one way to do that (again assuming that `$users` is already populated):

```
$disabled = 0  
ForEach ($user in $users) {  
    If ($user.department -eq 'accounting') {  
        If ($user.title -eq 'cfo' {  
            Continue  
        }  
    }  
}
```

```

    }
    $user | Disable-ADAccount
    $disabled++
  }
  If ($disabled -eq 5) {
    Break
  }
}

```

Granted, this might not be the most efficient way to code this particular task, but it's a good example of how `Continue` and `Break` work. If the current user's title is "CFO," `Continue` will skip to the end of the `ForEach` loop—bypassing your disabling and everything else and continuing on with the next potential victim. Once `$disabled` equals 5, you'll just abort, exiting the `ForEach` loop entirely.

19.5 If . . . ElseIf . . . Else

Enough about loops for a moment. Let's look now at a logical construct, which is used to evaluate one or more expressions and execute some commands if those expressions are `True`. Here's the most complex form of the construct:

```

If ($this -eq $that) {
  Get-Service
} ElseIf ($those -gt $these) {
  Get-Process
} ElseIf ($him -eq $her) {
  Get-EventLog -LogName Security
} Else {
  Restart-Computer -ComputerName localhost
}

```

Here are the important details:

- The `If` keyword is mandatory, as is the curly bracketed section following it. The other sections—the two `ElseIf` sections and the `Else` section—are optional.
- You can have as many `ElseIf` sections as you want.
- You can have an `Else` section regardless of whether there are any `ElseIf` sections.
- Only the first section whose expression results in `True` will execute. For example, if `$this` equals `$that`, `Get-Service` will run and the entire remainder of the construct will be disregarded.

You can put anything you like inside the parentheses, provided that it evaluates to `True` or `False`. That said, you won't always need to make a comparison. For example, suppose you have a variable, `$mood`, that contains an object. That object has a property, `Good`, that contains either `True` or `False`. Given that supposition, the following code is completely legal:

```

If ($mood.Good) {
  Get-Service
} else {
  Restart-Computer -computername localhost
}

```

The entire contents of the parentheses will evaluate to True or False because that's what the Good property will contain—there's no need to do this:

```
If ($mood.Good -eq $True) {
    Get-Service
} else {
    Restart-Computer -computername localhost
}
```

That example is completely legal, though, and PowerShell will treat these two exactly the same. It's unusual to see an explicit comparison to \$True or \$False—don't expect to see experienced folks doing that. This holds true for the conditions in Do-While, Do-Until, and While loops as well.

A common use for this technique is testing connectivity to a remote machine. This code

```
$computer = "server02"
Test-Connection -ComputerName $computer -Count 1 -Quiet
```

will return True or False. So the test becomes

```
$computer = "server02"
If (Test-Connection -ComputerName $computer -Count 1 -Quiet){
    #do something to that machine
}
```

A final point to make on If is that the comparison expression can be made up of multiple components to produce a more complex test. At this point, you need to bring in the logical operators -and and -or to help you with this processing:

```
$procs = Get-Process | select Name, Handles, WS
foreach ($proc in $procs){
    if (($proc.Handles -gt 200) -and ($proc.WS -gt 50000000)) {
        $proc
    }
}
" `n `n `n "
foreach ($proc in $procs){
    if (($proc.Handles -gt 200) -or ($proc.WS -gt 50000000)) {
        $proc
    }
}
```

The variable \$procs is used to hold the process information. You use foreach to iterate over the collection of processes twice. Constructing the code in this way ensures that you have the same data each time you perform some processing.

In the first foreach, you test to determine whether the Handles property is greater than 200 and that the WS property is greater than 50,000,000 (these are arbitrary values). If both of these conditions are True, you output the details. In the second case, you output the details if either Handles is greater than 200 or WS is greater than 50,000,000—only one of them has to be True. The `n `n `n throws three blank lines to break the display and show the two sets of output.

19.6 Switch

The Switch construct is a bit like a really big list of `If...ElseIf` statements that all compare one specific thing to a bunch of possible values. For example, let's say that you have a printer object of some kind stored in the variable `$printer`. That object has a `Status` property, which contains a number. You want to translate that number to an English equivalent, perhaps for display to an end user. You want the translated status to go into the variable `$status`. One way to do that might be like this (we're totally making up what these numbers mean—this is just an example):

```
If ($printer.status -eq 0) {
    $status = "OK"
} elseif ($printer.status -eq 1) {
    $status = "Out of Paper"
} elseif ($printer.status -eq 2) {
    $status = "Out of Ink"
} elseif ($printer.status -eq 3) {
    $status = "Input tray jammed"
} elseif ($printer.status -eq 4) {
    $status = "Output tray jammed"
} elseif ($printer.status -eq 5) {
    $status = "Cover open"
} elseif ($printer.status -eq 6) {
    $status = "Printer Offline"
} elseif ($printer.status -eq 7) {
    $status = "Printer on Fire!!!"
} else {
    $status = "Unknown"
}
```

There's nothing wrong whatsoever with that approach, but the Switch construct offers a more visually efficient way (that also involves less typing and is easier to maintain) of doing the same thing:

```
Switch ($printer.status) {
    0 {$status = "OK"}
    1 {$status = "Out of paper"}
    2 {$status = "Out of Ink"}
    3 {$status = "Input tray jammed"}
    4 {$status = "Output tray jammed"}
    5 {$status = "Cover open"}
    6 {$status = "Printer Offline"}
    7 {$status = "Printer on Fire!!!"}
    Default {$status = "Unknown"}
```

The details:

- The Switch statement's parentheses don't contain a comparison; instead, they contain the thing you want to examine. In this case it's the `$printer.status` property.
- The following statements each contain one possible value, along with a block that says what to do if the thing being examined matches that value.

- The Default block is executed if none of the other statements match. We recommend that you always have a Default block, even if it exists only to catch errors.
- Unlike If...ElseIf...Else, *every* single possible value statement that matches will execute.

That last point might seem redundant. After all, `$printer.status` isn't going to be both 0 and 7 at the same time, right? Well, this is where some of Switch's interesting variations come into play. Let's suppose instead that you're looking at a server name, contained in `$servername`. You want to display a different message based on what kind of server it is. If the server name contains "DC," for example, then it's a domain controller; if it contains "LAS," then it's located in Las Vegas. Obviously, multiple conditions could be true, and you might want to do a wildcard match:

```
$message = ""
Switch -wildcard ($servername) {
  "DC*" {
    $message += "Domain Controller"
  }
  "FS*" {
    $message += "File Server"
  }
  "*LAS" {
    $message += " Las Vegas"
  }
  "*LAX" {
    $message += " Los Angeles"
  }
}
```

Because of the way you've positioned the wildcard character (*), you're expecting the server role (DC or FS) at the beginning of the name and the location (LAS or LAX) at the end. So if `$servername` contains "DC01LAS," then `$message` will contain "Domain Controller Las Vegas."

There might be times when multiple matches are possible but you don't want them all to execute. In that case, just add the `Break` keyword to the appropriate spot. Once you do so, the Switch construct will exit entirely. For example, suppose that you don't care about a domain controller's location but you do care about a file server. You might make the following modification:

```
$message = ""
Switch -wildcard ($servername) {
  "DC*" {
    $message += "Domain Controller"
    break
  }
  "FS*" {
    $message += "File Server"
  }
  "*LAS" {
```

```

    $message += " Las Vegas"
  }
  "*LAX" {
    $message += " Los Angeles"
  }
}

```

\$message might contain “Domain Controller” or “File Server Las Vegas,” but it’d never contain “Domain Controller Las Vegas.”

The conditions we’ve seen so far in the `Switch` construct have simple, direct comparisons. It’s also possible to build some logic into the comparison, for instance:

```

foreach ($proc in (Get-Process)){
switch ($proc.Handles){
  {$_ -gt 1500}{Write-Host "$($proc.Name) has very high handle count"
               break }
  {$_ -gt 1200}{Write-Host "$($proc.Name) has high handle count"
               break }
  {$_ -gt 800}{Write-Host "$($proc.Name) has medium-high handle count"
              break }
  {$_ -gt 500}{Write-Host "$($proc.Name) has medium handle count"
              break }
  {$_ -gt 250}{Write-Host "$($proc.Name) has low handle count"
              break }
  {$_ -lt 100}{Write-Host "$($proc.Name) has very low handle count"
              break }
}
}

```

The code iterates through the set of processes and determines whether the `Handles` property meets one of the criteria. The logic for the test is a scriptblock in curly braces `{}`. The important point is that `$_` is used to represent the value of `$proc.Handles` in the tests. Using `break` is imperative in these scenarios, because a process that has more than 1,500 handles also has more than 1,200. This way you only get the highest result as you test from high to low, and you use `break` to jump out of the testing once you have a match. It was a deliberate decision to not put a default block on this example.

`Switch` has four total options:

- `-Wildcard`, which you’ve seen and which tells `Switch` that its possible matches include wildcard characters.
- `-CaseSensitive`, which forces string comparisons to be case sensitive (usually they’re case insensitive).
- `-Regex`, which tells `Switch` that the potential matches are regular expressions, and whatever’s being compared will be evaluated against those regular expressions as if you were using the `-match` operator.
- `-Exact`, which disables `-wildcard` and `-regex` and forces string matches to be exact. Ignored for nonstring comparisons.

19.7 Mastering the punctuation

With those scripting constructs out of the way, let's take a brief tangent to examine the specifics of script construct formatting.

First, PowerShell is a little picky about the placement of the parenthetical bit in relation to the scripting keyword: You should always leave a space between the keyword and the opening parentheses, and it's considered a good practice to leave only one space. You should also leave a space or a carriage return between the closing parenthesis and the opening curly bracket. You don't have to leave a space after the opening parenthesis or before the closing parenthesis—but it doesn't hurt to do so, and the extra whitespace can make your scripts a bit easier on the eyes.

PowerShell isn't at all picky about the location of the curly brackets. As long as nothing but whitespace comes between the closing parentheses and the opening curly bracket, you're all set. But all the cool kids will make fun of you if you don't take the time to make your script easy to read. There are two generally accepted ways of formatting the curly brackets:

```
For ($i=0; $i -lt 10; $i++) {
    Write-Host $i
}

For ($i=0; $i -lt 10; $i++)
{
    Write-Host $i
}
```

The only difference is where the opening curly bracket is placed. In the first example, it's just after the closing parenthesis (with a not-required but good-looking space in between them). In the second example, it's on a line by itself. In both cases, the contents of the curly brackets are indented—usually with a tab character or four spaces (we sometimes use fewer in this book just to help longer lines fit on the page). The closing curly bracket in both examples is indented to the same level as the scripting keyword, which in this case is `For`. In the second example, the opening curly bracket is indented to that level as well.

This may seem like incredible nitpicking, but it isn't. Consider the following example:

```
For ($i=0;$i -lt 9;$i++){
Write-Host $i
For ($x=10;$i -gt 5;$i--){
If ($x -eq $i) { break }}}
```

Try to run that example and you'll get an error message. The error doesn't specifically come from the formatting—PowerShell doesn't care about how visually appealing a script is—but the error is a lot harder to spot because of the formatting. Let's look at the same example, this time with proper formatting:

```
For ( $i=0; $i -lt 9; $i++){
    Write-Host $i
    For ( $x=10; $i -gt 5; $i--){
```



```

    If ($x -eq $i) {
        break
    }
}
}}

```

Wait, what's that extra closing brace (}) doing at the end? That's the error! It's a lot easier to see now, because the opening and closing braces are much more visually balanced. You can see that the last line starts with a closing brace and its indentation level of zero matches it with the scripting keyword—`For`—that's indented to that same level. There's already a closing brace for the second `For`, and for the `If`, and those are clearly identifiable by their indentation levels. The extra brace is just that—extra—and removing it will make the code run without error. The version of ISE in PowerShell v3 will attempt to show you any mismatches between opening and closing braces, parentheses, and brackets. The visual clue is a little hard to spot; it's a wiggly underline where the editor thinks the problem lies. Other editors such as PowerShell Plus or PowerGUI have similar mechanisms to aid correct code construction.

TIP If your code gets complex with lots of opening and closing braces, put a comment by the closing brace to remind you which construct it's closing, like this:

```

    #your code...
} #close ForEach

```

We're not going to go so far as to suggest that bad things will happen to your loved ones if you don't format your code neatly. But sometimes strange things happen, and you certainly don't want to be the one to blame, do you? What's more, if you ever run into trouble and end up having to ask someone else for help, you'll find the PowerShell community a lot more willing to help if they can make sense of your code—and proper formatting helps.

TIP Many commercial script editors, including some free ones as well as paid offerings, provide features that can reformat your code. Such features usually indent the contents of curly brackets properly, and this is a great way to beautify some ugly chunk of code that you've pulled off of the internet. We also recommend that if you're developing PowerShell scripts and modules as part of a team, you develop a standardized formatting style to ensure uniformity.

19.8 Summary

PowerShell's scripting language is a sort of glue. By itself, it isn't very useful. Combined with some useful materials, such as commands that do actual work, this glue becomes very powerful. With it, a handful of commands can be turned into complex, automated processes that make decisions, repeat specific actions, and more. It's almost impossible to write a script of any complexity without needing some of these constructs. It may not mean you're programming, exactly, but it's as close as most folks get within PowerShell.

Basic scripts and functions



This chapter covers

- Scripting execution scopes
- Parameterizing your script
- Outputting scripts
- Filtering scripts
- Converting a script to a function

You can accomplish many tasks in PowerShell by typing a command and pressing Enter in the shell console. We expect that most IT pros will start using PowerShell this way and will continue to do so most of the time. Eventually, you'll probably get tired of typing the same thing over and over and want to make it more easily repeatable. Or you hand off a task to someone else and need to make sure that it's done exactly as planned. That's where scripts come in—and it's also where functions come in.

20.1 Script or function?

Suppose you have some task, perhaps one requiring a handful of commands in order to complete. A script is a convenient way of packaging those commands together. Rather than typing the commands manually, you paste them into a script

and PowerShell runs them in order whenever you run that script. Following best practices, you'd give that script a cmdlet-like name, such as `Set-ServerConfiguration.ps1` or `Get-ClientInventory.ps1`. Think of a script as a “canned” PowerShell session. Instead of manually typing 10 or 100 commands, you put the same commands in a script and execute the script like a twenty-first-century batch file.

There may come a time when you assemble a collection of such scripts, particularly scripts that contain commands that you want to use *within* other scripts. For example, you might write a script that checks to see whether a given server is online and responding—a task you might want to complete before trying to connect to the server to perform some management activity. Or you might write a script that saves information to a log file—you can certainly imagine how useful that could be in a wide variety of other scripts. When you reach that point, you'll be ready to start turning your scripts into functions. A *function* is a wrapper around a set of commands, created in such a way that multiple functions can be listed within a single script file. That way, you can utilize all of your so-called utility functions more easily, simply by loading their script into memory first.

In this chapter, we're going to start by doing everything in a script first. At the end, we'll show you how to take what you've done and turn your PowerShell commands into a function with just a couple of extra lines of code. We'll also show you how to run the function once you've created it.

20.2 *Execution lifecycle and scope*

The first thing to remember about scripts is that they generally run with their own scope. We'll discuss that in more detail in chapter 22, but for now you should understand that when you do certain things within a script, those things automatically disappear when the script is finished:

- Creating a new PSDrive
- Creating new variables or assigning values to variables (which implicitly creates the variables)
- Defining new aliases
- Defining functions (which we'll get to toward the end of this chapter)

Variables can be especially tricky. If you attempt to access the contents of a variable that hasn't yet been created and assigned a value, PowerShell will look to see whether that variable exists in the shell itself. If it does, that's what your script will be reading—although if you change that variable, your script will essentially be creating a new variable with the same name. It gets confusing. We do have a complete discussion of this “scope” concept in chapter 22; for now, we're going to follow best practices and avoid the problem entirely by never attempting to use a variable that hasn't first been created and given a value inside our script.

20.3 Starting point: a command

You don't often sit down and just start creating scripts. Usually, you start with a problem you want to solve. The first step is to experiment with running commands in the shell console. The benefit of this approach is that you can type something, press Enter, and immediately see the results. If you don't like those results, you can press the up arrow on your keyboard, modify the command, and try again. Once the command is working perfectly, you're ready to move it into a script. For this chapter, let's start with the following command:

```
Get-WmiObject -Class Win32_LogicalDisk -Filter "DriveType=3"
[CA ] -ComputerName SERVER2 |
Select-Object -property DeviceID,@{Name='ComputerName';
Expression={$_.__SERVER}},Size,FreeSpace
```

This command uses WMI to retrieve all instances of the Win32_LogicalDisk class from a given computer. It limits the results to drives having a DriveType of 3, which specifies local, fixed disks.

NOTE In PowerShell v3 you can replace the use of `__Server` with the new `PSComputerName` property. You may still want to rename the property to `ComputerName`.

The command then displays the drive letter, the computer's name, the drives' size, and the drives' free space. Both space attributes are given in bytes.

20.4 Accepting input

The first thing you'll notice about our command is that it has some hardcoded values—the computer name is the most obvious one, and the filter to retrieve only fixed local disks is another. You can imagine pasting this into a script, giving it to some less-technical colleague, and saying, “Look, if you need to run this script, you have to open it up and edit the computer name first. Don't change anything else, though, or you'll mess it up.” That's sure to work out fine, right? Sure—and you'll probably get a phone call from a confused technician every time it's run.

It'd be far better to define a way for the users to provide these pieces of information in a controlled, manageable way so that they don't ever need to even open the script file, let alone edit it. In a PowerShell cmdlet, that “defined way” is a parameter—so that's what you'll do for this script, too. The following listing shows the modified script.

Listing 20.1 Get-DiskInfo.ps1

```
Param(
    [string]$ComputerName,
    [int]$driveType = 3
)
Get-WmiObject -Class Win32_LogicalDisk -Filter "DriveType=$driveType"
[CA ] -ComputerName $ComputerName |
```

Defining parameters

Using \$driveType

Using \$ComputerName

```
Select-Object -Property DeviceID,
@{Name='ComputerName'; Expression={$_.__SERVER}}, Size, FreeSpace
```

Here's what listing 20.1 does:

- At the top of the script, you define a `Param()` section. This section must use parentheses—given PowerShell's other syntax, it can be tempting to use braces, but here they'll cause an error message.
- You don't have to put each parameter on its own line, but your script is a lot easier to read if you do.
- Each parameter is separated by a comma—that's why there's a comma after the first parameter.
- You don't have to declare a data type for each parameter, but it's good practice to do so. In the example, `$ComputerName` is set to be a [string] and `$driveType` is an [int]—shorthand for the .NET classes `System.String` and `System.Int32`, respectively.
- Within your script, the parameters act as regular variables, and you can see where listing 20.1 inserted them in place of the hardcoded values.
- PowerShell doesn't care about capitalization, but it'll preserve whatever you type when it comes to parameters. That's why the example uses the neater-looking `$ComputerName` and `$driveType` instead of `$computername` and `$drivetype`.
- The fact that the `$ComputerName` variable is being given to the `-ComputerName` parameter is sort of a coincidence. You could've called the script's parameter `$fred` and run `Get-WmiObject` with `-ComputerName $fred`. But all PowerShell commands that accept a computer name do so using a `-ComputerName` parameter, and to be consistent with that convention, listing 20.1 uses `$ComputerName`.
- Listing 20.1 provides a default value for `$driveType` so that someone can run this script without specifying a drive type. Adding safe default values is good practice. Right now, if users forget to specify `$ComputerName`, the script will fail with an error. That's something you'll correct in chapter 24.

Running a script with these parameters looks a lot like running a native PowerShell command. Because it's a script, you have to provide a path to it, which is the only thing that makes it look different than a cmdlet:

```
PS C:\> C:\Scripts\Get-DiskInfo -computername SERVER2
```

Notice that you didn't specify a `-driveType` parameter, but this approach will work fine. You can also provide values positionally, specifying them in the same order in which the parameters are defined:

```
PS C:\> C:\Scripts\Get-DiskInfo SERVER2 3
```

Here the `-driveType` parameter value, 3, is included, but not the actual parameter name. It'll work fine. You could also truncate parameter names, just as you can do with any PowerShell command:

```
PS C:\> C:\Scripts\Get-DiskInfo -comp SERVER2 -drive 3
```

If parameters are truncated, the abbreviation must be capable of being resolved unambiguously from the script's parameters. Tab completion works for script (or function) parameter names, so abbreviation can be easily avoided without any extra typing.

The end result is a script that looks, feels, and works a lot like a native PowerShell cmdlet.

20.5 Creating output

If you run the script from listing 20.1 and provide a valid computer name, you'll notice that it produces output just fine. So why take up pages with a discussion of creating output?

PowerShell can do a lot of work for you, and it's easy to just let it do so without thinking about what's going on under the hood. Yet whenever something's happening under the hood, you do need to be aware of it so that you can figure out whether it's going to mess up your work.

So here's the deal: *Anything that gets written to the pipeline within a script becomes the output for that script.* Simple rule with potentially complex results. The example script ran `Get-WmiObject` and piped its output to `Select-Object`. You didn't pipe `Select-Object` to anything, but whatever it produced was written to the pipeline nonetheless. If you'd run that same command from the command line, the contents of the pipeline would've been invisibly forwarded to `Out-Default`, formatted, and then displayed on the screen—probably as a table, given that you're selecting only a few properties. But you weren't running that command from the command line—it was run from within a script. That means the output of the script was whatever was put into the pipeline.

In a simple example, this distinction is irrelevant. Consider the output when running the commands from the command line (using "localhost" as the computer name this time):

```
PS C:\> Get-WmiObject -Class Win32_LogicalDisk -Filter "drivetype=3" `
>> -ComputerName localhost |
>> Select-Object -Property DeviceID,
>> @{name='ComputerName';expression={$_.__SERVER}},Size,FreeSpace
>>
```

DeviceID	ComputerName	Size	FreeSpace
-----	-----	----	-----
C:	WIN-KNBA0R0TM23	42842714112	32461271040

Here's the script and its output:

```
PS C:\> .\Get-DiskInfo.ps1 -computerName localhost
```

DeviceID	ComputerName	Size	FreeSpace
-----	-----	----	-----
C:	WIN-KNBA0R0TM23	42842714112	32461238272

Looks the same, right? At least apart from some free space that has mysteriously gone missing—probably a temp file or something. Anyway, it produces the same basic output. The difference is that you can pipe the output of your script to something else:

```
PS C:\> .\Get-DiskInfo.ps1 -computerName localhost |
>> Where { $_.FreeSpace -gt 500 } |
>> Format-List -Property *
>>

DeviceID      : C:
ComputerName  : WIN-KNBAOR0TM23
Size          : 42842714112
FreeSpace     : 32461238272
```

The example piped the output of the script to `Where-Object` and then to `Format-List`, changing the output. This result may seem obvious to you, but it impresses the heck out of us! Basically, this little script is behaving exactly like a real PowerShell command. You don't need to know anything about the black magic that's happening inside: You give it a computer name and optionally a drive type, and it produces objects. Those objects go into the pipeline and can be piped to any other command to further refine the output to what you need.

So that's Rule #1 of Script Output: If you run a command and don't capture its output into a variable, then the output of that command goes into the pipeline and becomes the output of the script. Of course, having one rule implies there are others! What if you don't want the output of a command to be the output of your script? Consider the following listing.

Listing 20.2 `Test-Connectivity.ps1`

```
param(
    [string]$ComputerName
)
$status = Test-Connection -ComputerName $Computername -count 1
if ($status.statuscode -eq 0) {
    Write-Output $True
} else {
    Write-Output $False
}
```

We wrote this script to test whether a given computer name responds to a network ping. Here are a couple of usage examples:

```
PS C:\> .\Test-Connectivity.ps1 -computerName localhost
True
PS C:\> .\Test-Connectivity.ps1 -computerName notonline
False
```

Okay, let's ignore for the moment the fact that the `Test-Connection` cmdlet can do this when you use its `-quiet` switch. We're trying to teach you something. The point is that you can use `Write-Output` to manually put a piece of information—such as `$True` or `$False`—into the pipeline within a script and that'll become the script's output. You don't have to output only whatever a command produces; you can also output custom data. We're going to get a lot more robust with what can be output in the next chapter. But that leads to Rule #2 of Script Output: Whatever you put into the pipeline by using `Write-Output` will also become the output of your script.

First, a warning: Whatever you choose to be the output of your script must be a *single kind of thing*. For example, listing 20.1 produced a WMI Win32_LogicalDisk object. Listing 20.2 produced a Boolean value. You should never have a script producing more than one kind of thing—PowerShell’s system for dealing with and formatting output can get a little wonky if you do that. For example, try running the code in the next listing.

Listing 20.3 Bad-Idea.ps1

```
Get-Service
Get-Process
Get-Service
```

The script in listing 20.3 produces two kinds of output: services and processes. PowerShell does its best to format the results, but they’re not as pretty as individually running `Get-Service` and `Get-Process`. When you run the two commands independently from the command line, each gets its own pipeline, and PowerShell can deal with the results of each independently. Run them as part of a script, as you did in listing 20.3, and two types of objects get jammed into the same pipeline. That’s a poor practice and one that PowerShell isn’t always going to deal with gracefully or beautifully. That’s Rule #3 of Script Output: Output one kind of object, and one kind only.

20.6 “Filtering” scripts

By this point in the book, you should be familiar with the `Where-Object` cmdlet. Its main purpose in life is to accept some criteria or comparison from you and then remove any piped-in objects that don’t meet that criteria or result in a true comparison, for example:

```
Get-WmiObject -Class Win32_Service |
Where {$_.StartMode -eq 'Auto' -and -$.State -ne 'Running' }
```

This code displays all services that should be running but aren’t. The activity happening here is *filtering*; in a more general sense, a filter gets a bunch of objects piped in, does something with each one (such as examining them), and then pipes out all or some subset of them to the pipeline. PowerShell provides a straightforward way to give your scripts this capability.

NOTE PowerShell’s syntax includes the keyword `filter`, which is a special type of language construct. It’s a holdover from PowerShell v1. The construct we’re about to show you, a *filtering script*, supersedes those older constructs. As a result, we won’t be discussing the `filter` keyword.

Here’s the basic layout for a filtering script. This example doesn’t do anything; it’s just a template that we’ll work from:

```
Param()
BEGIN {}
PROCESS {}
END {}
```


What you have here is the `Param()` block, in which you can define any input parameters that your script needs. There's one parameter that will get created automatically: the special `$_` placeholder that contains pipeline input. More on that in a moment—just know for now that you don't need to define it in the `Param()` block.

Next up is the `BEGIN` block. This is a scriptblock, recognizable by its braces. Those tell you that it can be filled with PowerShell commands, and in this case those commands will be the first ones the script executes when it's run. The `BEGIN` block is executed only once, at the time the first object is piped into the script.

After that is the `PROCESS` block, which is also a scriptblock and is also capable of containing commands. This block is executed one time for each pipeline object that was piped into the script. So, if you pipe in 10 things, the `PROCESS` block will execute 10 times. Within the `PROCESS` block, the `$_` placeholder will contain the current pipeline object. There's no need to use a scripting construct such as `ForEach` to enumerate across a group of objects, because the `PROCESS` block is essentially doing that for you.

Once the `PROCESS` block has run for all of the piped-in objects, the `END` block will run last—but only once. It's a scriptblock, so it can contain commands.

PowerShell is perfectly happy to have an empty `BEGIN`, `PROCESS`, or `END` block—or even all three, although that'd make no sense. You can also omit any blocks that you don't need, but we like leaving in an empty `BEGIN` block (for example) rather than omitting it, for visual completeness.

Let's create another example. Suppose you plan to get a group of `Win32_LogicalDisk` objects by using WMI. You'll use a WMI filter to get only local fixed disks, but from there you want to keep only those disks that have less than 20 percent free space. You could absolutely do that in a `Where-Object` cmdlet, like so:

```
Get-WmiObject -Class Win32_LogicalDisk -Filter "drivetype=3" |
Where-Object {$_.FreeSpace / $_.Size -lt .2 }
```

But you could also build that into a simple filtering script. The following listing shows the `Where-LowFreeSpace.ps1` script. Note that we've added a parameter for the desired amount of free space, making the script a bit more flexible.

Listing 20.4 `Where-LowFreeSpace.ps1`

```
Param(
    [int]$PercentFreeSpace
)
BEGIN {}
PROCESS {
    If ((100 * ($_.FreeSpace / $_.Size) -lt $PercentFreeSpace)) {
        Write-Output $_
    }
}
END {}
```

← Using `$_` placeholder

Run the script in listing 20.4 as follows:

```
Get-WmiObject -Class Win32_LogicalDisk -Filter "drivetype=3" |
C:\Where-LowFreeSpace -percentfreeSpace 20
```

Look at that carefully so that you're sure you understand what it's doing. The `Param()` block defines the `$PercentFreeSpace` parameter, which was set to 20 when the script was run earlier. The `Get-WmiObject` command produced an unknown number of disk objects, all of which were piped into your script. The `BEGIN` block ran first but contained no commands.

The `PROCESS` block then ran with the first disk stored in the `$_` placeholder. Let's say it had 758,372,928 bytes total size and 4,647,383 bytes of free space. So that's 4,647,383/758,372,928, or 0.0061. Multiplied times 100, that's 0.61, meaning you have 0.61 percent free space. That's not much. It's less than 20, so the `If` construct will use `Write-Output` to write that same disk out to the pipeline. This is truly a filtering script in the purest sense of the word, because it's applying some criteria to determine what stays in the pipeline and what gets filtered out.

You can do a lot more with these kinds of scripts than removing data from the pipeline. For example, imagine piping in a bunch of new usernames and having the script create accounts, set up home directories, enable mailboxes, and much more. We're going to save a more complex example, because once you see the more advanced possibilities, it's more likely that you'll want to use them within a function.

20.7 Moving to a function

There are a lot of benefits from moving your script code into a function, and doing so is easy. Take a look at this next listing, in which the script from listing 20.4 is converted into a function.

Listing 20.5 Creating a function in `Tools.ps1`

```
Function Where-LowFreeSpace {
    Param(
        [int]$FreeSpace
    )
    BEGIN {}
    PROCESS {
        If ((100 * ($_.FreeSpace / $_.Size) -lt $FreeSpace)) {
            Write-Output $_
        }
    }
    END {}
}
```

Listing 20.5 wraps the contents of the preceding script with a `Function` keyword, defines a name for the function (this listing reuses the same name it had when it was just a script), and encloses the contents of the script in braces. Presto, a function!

If you run the script—which is called `Tools.ps1`—some neat things happen:

- PowerShell sees the function declaration and loads the function into memory for later use. It creates an entry in the `Function: drive` that lets it remember the function's name, parameters, and contents.
- When you try to use the function, PowerShell will tab-complete its name and parameter names for you.

- You can define multiple functions inside the `Tools.ps1` script, and PowerShell will remember them all.

But there's a downside. Because the function lives within a script, you have to remember what we said at the outset of this chapter about scripts: They have their own scope. Anything defined in a script goes away after the script is done. Because the only thing in your script is that function, running the script simply defines that function—and then the script is completed, so the function definition is erased. The net effect is zero.

There's a trick to resolve this, called *dot sourcing*. It looks like this:

```
PS C:>. . C:\Tools.ps1
```

By starting the command with a period, then a space, then the path and name of your script, you run the script without creating a new scope. Anything created inside the script will continue to exist after the script is done. Now, the entry for `Where-LowFreeSpace` still exists in the shell's `Function: drive`, meaning that you've basically added your own command to the shell! It'll go away when you close the shell, of course, but you can always re-dot-source the script to get it back. Once the function is loaded, you can use it like any other PowerShell command:

```
Get-WmiObject -class Win32_LogicalDisk -filter "drivetype=3" |  
Where-lowfreespace -FreeSpace 20
```

You could also dot-source a script inside another script, for example:

- 1 Run `ScriptA.ps1` normally, which creates a scope around it, so whatever it defines will go away when the script completes.
- 2 Inside `ScriptA`, dot-source `Tools.ps1`. `Tools` doesn't get its own scope; instead, anything it creates will be defined in the calling scope—that is, inside `ScriptA`. So it will look as if everything in `Tools.ps1` had simply been copied and pasted into `ScriptA.ps1`.
- 3 `ScriptA.ps1` can now use any function from `Tools.ps1`.
- 4 When `ScriptA.ps1` completes, its scope is cleaned up, including everything that was dot-sourced from `Tools.ps1`.

This is a handy trick. It's a lot like the “include” capabilities that programming languages have. But in the end, it's a bit of a hack. The bottom line is that we don't do this very often, because there are better, more manageable, and less confusing ways to accomplish everything we've done here. We're working up to that method, and you'll see it in chapter 25 when we discuss script modules.

20.8 Summary

Scripts and functions are the basis for creating complex, repeatable automations in your environment. In this chapter, we've touched on the basics—but almost everything we've shown you here needs some refinement. We'll continue doing that over the next few chapters so that you can build scripts and functions that are truly consistent with PowerShell's overall philosophy and operational techniques.

21

Creating objects for output

This chapter covers

- “Objectifying” your output
- Creating custom objects
- Working with collections of properties

In the previous chapter, we showed you how to create a simple script and turn it into a function. We emphasized the need for scripts and functions to output only one kind of thing, and in those simple examples you found it easy to comply because you were running only a single command. But you’re doubtless going to come across situations where you need to run multiple commands, combine pieces of their output, and use that as the output of your script or function. This chapter will show you how: The goal is to create a custom object that consolidates the information you need and then output it from your script or function. Richard remembers being asked at a conference session if PowerShell had a command that worked in a similar way to the `Union` command in SQL. This chapter is the closest you’ll get with PowerShell because you’re working with objects.

21.1 Why output objects?

Objects are the only thing a script (or function; from here out you can assume that everything we say applies to both scripts and functions) can output. You may only need to output a simple Boolean `True/False` value, but in PowerShell that's a Boolean object. A date and a time? Object. A simple string of characters? Object. More complex data, like the details of a process or a service, are all represented as objects. Objects, for our purposes, are just a kind of data structure that PowerShell understands and can work with. Developers probably won't like that definition, so it's probably best if we don't tell them.

Creating a custom object allows you to follow the main rule of scripts (and functions), which is to output only one kind of thing—for example, multiple calls to WMI to access several classes. When you need to output information that comes from multiple places, you can create a custom object to hold that information so that your script is outputting just one kind of thing—that custom object. The alternative is to accept that your script is for reporting purposes only and that you won't ever want to do anything else with the output.

We're going to start with the four commands shown in listing 21.1. Each retrieves a different piece of data from a computer (we'll stick with localhost for this example because it's easy and should work on any computer).

TIP If you're creating functions that have a computer name as a parameter, use `$env:COMPUTERNAME` as the default rather than `localhost` or `."`. There are a few occasions where the actual name of the machine is required, which you can access through the environment variable and save extra steps in your code.

You don't want to output all of that information, though, so store the retrieved data in a variable. That way, it'll be easier to extract the pieces you do want. Listing 21.1 has the four commands—keep in mind that running this as is won't produce any output because you're storing the objects produced by these commands in variables but you're not outputting those variables.

Listing 21.1 Starting commands

```
$os = Get-WmiObject -class Win32_OperatingSystem -comp localhost
$cs = Get-WmiObject -class Win32_ComputerSystem -comp localhost
$bios = Get-WmiObject -class Win32_BIOS -comp localhost
$proc = Get-WmiObject -class Win32_Processor -comp localhost |
Select -first 1
```

The last of our four commands is slightly different. Although the first three are retrieving things that, by definition, exist only once per computer (operating system, computer system, and BIOS), the last one is retrieving something that a computer often has more than one of (processors). Because all processors in a system will be the same, you've elected to just retrieve the first one by piping the command to `Select-Object -first 1`. Windows Server 2003 and Windows XP will return one instance of

the `Win32_Processor` class per core, so be aware that results of using that class will vary depending on operating system version. That way, each of our four variables has just one object. That's important for the next technique we'll cover. Generally, you'll want to have your variables contain just one thing if possible.

TIP In PowerShell v3 you have the option to use the new Common Information Model (CIM) cmdlets in place of the WMI cmdlets. The choice of which to use doesn't affect the discussion in this chapter. Alternative listings using the CIM cmdlets will be available in the code download.

With your four variables populated, you're ready to begin putting them in a custom object.

21.2 Syntax for creating custom objects

We've often said that there are always multiple ways to do anything in PowerShell, and that's certainly true for custom objects. We're going to show you all the major ways because you're likely to run into them in the wild, and we want you to be able to recognize them and use them when you do.

21.2.1 Technique 1: using a hash table

We'll start with the way that we prefer ourselves. Call it the *official* way, if you like: We use it because it's concise, fairly easy to read, and gets the job done. It's in listing 21.2.

NOTE In each of the upcoming listings, we'll repeat the four original commands from listing 21.1. That way, each of these is a complete, standalone example that you can run to see the results.

Listing 21.2 Creating objects using a hash table

```
$os = Get-WmiObject -class Win32_OperatingSystem -comp localhost
$cs = Get-WmiObject -class Win32_ComputerSystem -comp localhost
$bios = Get-WmiObject -class Win32_BIOS -comp localhost
$proc = Get-WmiObject -class Win32_Processor -comp localhost |
Select -first 1

$props = @{OSVersion=$os.version
          Model=$cs.model
          Manufacturer=$cs.manufacturer
          BIOSSerial=$bios.serialnumber
          ComputerName=$os.__SERVER
          OSArchitecture=$os.osarchitecture
          ProcArchitecture=$proc.addresswidth}
$obj = New-Object -TypeName PSObject -Property $props
Write-Output $obj
```

Run the code in listing 21.2 and you'll see something like the following:

```
ComputerName      : WIN-KNBA0R0TM23
Manufacturer      : VMware, Inc.
OSVersion         : 6.1.7601
```

```

OSArchitecture      : 64-bit
BIOSerial           : VMware-56 4d 47 10 6b fe 4b
ProcArchitecture    : 64
Model               : VMware Virtual Platform

```

Because your output included more than four properties, PowerShell chose a list-style layout; you could've run `Write-Output $obj | Format-Table` to force a table-style layout, but the point is that you've created a single, consolidated object by combining information from four different places. You did that by creating a hash table, in which your desired property names were the keys, and the contents of those properties were the values. That's what each of these lines did:

```
Manufacturer=$cs.manufacturer
```

If you put the hash table entries all on one line, you'll need to separate each property with a semicolon. If you put each property on a separate line, you don't need the semicolon, which makes things a little easier to read. The bracketed structure was preceded by an `@` sign—telling PowerShell that this is a hash table—and then assigned to the variable `$props` so that you could easily pass it to the `-Property` parameter of `New-Object`. The object type—`PSObject`—is one provided by PowerShell specifically for this purpose. As an aside, `__SERVER` is a WMI system property that's available on the objects returned by most, if not all, WMI classes.

TIP The property `__SERVER` isn't available when using the CIM cmdlets, so you have to use `SystemName` instead for this particular class.

The benefit of this approach is that it's easy to build a hash table *on the fly* and create as many custom objects as you need. You'll also notice that the hash table output isn't in the same order in which it was defined. One solution is to create a custom type and format extension, which we cover elsewhere in the book. Or in PowerShell v3, you can create an ordered hash table:

```

$props = [ordered]@{ OSVersion=$os.version
                    Model=$cs.model
                    Manufacturer=$cs.manufacturer
                    BIOSerial=$bios.serialnumber
                    ComputerName=$os.__SERVER
                    OSArchitecture=$os.osarchitecture
                    ProcArchitecture=$proc.addresswidth}

```

Everything else is the same, but now the object will be displayed with the properties in entered order. If you pipe `$obj` to `Get-Member`, you'll see that the type is a `PSCustomObject`.

NOTE PowerShell doesn't by default keep track of the order of items in the hash table. That's why, when you see the final output object, its properties aren't in the same order in which you put them into it. In PowerShell v3 you can remedy that by preceding the hash table declaration with the `[ordered]` attribute as you did earlier. This creates an ordered dictionary (or ordered hash table, if you prefer) and maintains the order of the items.

21.2.2 Technique 2: using Select-Object

This next technique was a favorite in PowerShell v1, and you still see people using it quite a bit. We don't like it as much as Technique 1 because it can be a bit harder to read. The following listing shows the technique, where you're basically creating an object that has a bunch of blank properties and then filling in those properties' values in subsequent steps.

Listing 21.3 Creating objects using Select-Object

```
$os = Get-WmiObject -class Win32_OperatingSystem -comp localhost
$cs = Get-WmiObject -class Win32_ComputerSystem -comp localhost
$bios = Get-WmiObject -class Win32_BIOS -comp localhost
$proc = Get-WmiObject -class Win32_Processor -comp localhost |
Select -first 1

$obj = 1 | Select-Object ComputerName,OSVersion,OSArchitecture,
    ProcArchitecture,Model,Manufacturer,BIOSSerial
$obj.ComputerName = $os.__SERVER
$obj.OSVersion = $os.version
$obj.OSArchitecture = $os.osarchitecture
$obj.ProcArchitecture = $proc.addresswidth
$obj.BIOSSerial = $bios.serialnumber
$obj.Model = $cs.model
$obj.Manufacturer = $cs.manufacturer
Write-Output $obj
```

Note that in listing 21.3 the initial `$obj = 1` is essentially bogus; the value 1 won't ever be seen.

TIP You'll see many examples where an empty string is used as the starting point: `$obj = "" | select ...`. The same comments apply.

It's just a way to define `$obj` as an object so that there's something in the pipeline to pass to `Select-Object`, which does all the work.

There's a potential drawback with this approach. If you pipe `$obj` to `Get-Member`, look at the result:

```
PS C:\> $obj | get-member

    TypeName: Selected.System.Int32

Name           MemberType Definition
-----
Equals         Method      bool Equals(System.Object obj)
GetHashCode    Method      int GetHashCode()
GetType        Method      type GetType()
ToString       Method      string ToString()
BIOSSerial     NoteProperty System.String BIOSSerial=
ComputerName   NoteProperty System.String ComputerName= WIN-KNBA0R0TM23
Manufacturer    NoteProperty System.String Manufacturer= VMware, Inc.
Model          NoteProperty System.String Model= VMware Virtual Platform
OSArchitecture NoteProperty System.String OSArchitecture= 64-bit
OSVersion      NoteProperty System.String OSVersion= 6.1.7601
ProcArchitecture NoteProperty System.UInt16 ProcArchitecture=64
```


Sure the properties are okay, but the typename could lead to problems, or even just confusion, depending on what else you might want to do with this object. We recommend avoiding this technique.

21.2.3 *Technique 3: using Add-Member*

This technique is what we think of as the formal technique for creating a custom object. Under the hood, this is what happens (more or less) with all the other techniques, so this is a *fully spelled-out* kind of approach. This approach is more computationally expensive, meaning it's slower, so you don't often see folks using it in the real world. Again, this was a more common approach in PowerShell v1. There are two variations, and the following listing has the first.

Listing 21.4 Creating objects using Add-Member

```
$os = Get-WmiObject -class Win32_OperatingSystem -comp localhost
$cs = Get-WmiObject -class Win32_ComputerSystem -comp localhost
$bios = Get-WmiObject -class Win32_BIOS -comp localhost
$proc = Get-WmiObject -class Win32_Processor -comp localhost |
Select -first 1

$obj = New-Object -TypeName PSObject
$obj | Add-Member NoteProperty ComputerName $os.__SERVER
$obj | Add-Member NoteProperty OSVersion $os.version
$obj | Add-Member NoteProperty OSArchitecture $os.osarchitecture
$obj | Add-Member NoteProperty ProcArchitecture $proc.addresswidth
$obj | Add-Member NoteProperty BIOSSerial $bios.serialnumber
$obj | Add-Member NoteProperty Model $cs.model
$obj | Add-Member NoteProperty Manufacturer $cs.manufacturer
Write-Output $obj
```

With the technique shown in listing 21.4, you're still creating a PSObject but you're adding one property to it at a time. Each time, you add a NoteProperty, which is the type of property that just contains a static value. That's exactly what the previous techniques did, but they sort of did it implicitly, under the hood, whereas you're really spelling it out here.

The variation on this technique is to use the `-PassThru` parameter of `Add-Member`. Doing so puts the modified object back into the pipeline, so you can pipe it right to the next `Add-Member`. The next listing shows this variation, which produces the same result in the same amount of time.

Listing 21.5 Creating objects using Add-Member with -Passthru

```
$os = Get-WmiObject -class Win32_OperatingSystem -comp localhost
$cs = Get-WmiObject -class Win32_ComputerSystem -comp localhost
$bios = Get-WmiObject -class Win32_BIOS -comp localhost
$proc = Get-WmiObject -class Win32_Processor -comp localhost |
Select -first 1

$obj = New-Object -TypeName PSObject
$obj | Add-Member NoteProperty ComputerName $os.__SERVER -pass |
```

```

Add-Member NoteProperty OSVersion $os.version -pass |
Add-Member NoteProperty OSArchitecture $os.osarchitecture -Pass |
Add-Member NoteProperty ProcArchitecture $proc.addresswidth -pass |
Add-Member NoteProperty BIOSSerial $bios.serialnumber -pass |
Add-Member NoteProperty Model $cs.model -pass |
Add-Member NoteProperty Manufacturer $cs.manufacturer
Write-Output $obj

```

You'll see this approach in the wild, and, in fact, from an instruction perspective, it's a great technique because it's much clearer what's happening. This technique doesn't use any syntactic shortcuts, so it's a bit easier to follow each step of the process.

21.2.4 Technique 4: using a Type declaration

This one is a variation of our Technique 1, and it's only valid in PowerShell v3. You're going to start with the same hash table of properties. PowerShell v3 provides a more compact means of creating the new object and assigning the properties, as shown in the following listing.

Listing 21.6 Creating objects using a Type declaration

```

$os = Get-WmiObject -class Win32_OperatingSystem -comp localhost
$cs = Get-WmiObject -class Win32_ComputerSystem -comp localhost
$bios = Get-WmiObject -class Win32_BIOS -comp localhost
$proc = Get-WmiObject -class Win32_Processor -comp localhost |
Select -first 1

$obj = [pscustomobject]@{OSVersion=$os.version
    Model=$cs.model
    Manufacturer=$cs.manufacturer
    BIOSSerial=$bios.serialnumber
    ComputerName=$os.__SERVER
    OSArchitecture=$os.osarchitecture
    ProcArchitecture=$proc.addresswidth}
Write-Output $obj

```

You could've continued to put the hash table into the `$props` variable and used that to create the new object, but there's a neat trick about this technique in that it preserves the insertion order of the properties just as if you'd used `[ordered]`. You may have noticed with all of the previous techniques that the properties came out listed in a different order than the order you used to add them. In Technique 1, for example, you didn't add `ComputerName` first, but it wound up being listed first for some reason. In many instances, you won't care—PowerShell can work with properties in any order. Technique 4, however, preserves that order for times when you do care.

21.2.5 Technique 5: creating a new class

There's one more technique you can use. It isn't used much but it provides some advantages if the object will be placed on the pipeline for further processing. It can be classified as an advanced technique—not all administrators will want to delve this far into .NET, but it's available as an option (see the following listing).

Listing 21.7 Creating objects using a new class

```

$source=@"
public class MyObject
{
    public string ComputerName {get; set;}
    public string Model {get; set;}
    public string Manufacturer {get; set;}
    public string BIOSSerial {get; set;}
    public string OSArchitecture {get; set;}
    public string OSVersion {get; set;}
    public string ProcArchitecture {get; set;}
}
"@

Add-Type -TypeDefinition $source -Language CSharpversion3

$os = Get-WmiObject -class Win32_OperatingSystem -comp localhost
$cs = Get-WmiObject -class Win32_ComputerSystem -comp localhost
$bios = Get-WmiObject -class Win32_BIOS -comp localhost
$proc = Get-WmiObject -class Win32_Processor -comp localhost |
Select -first 1

$props = @{OSVersion=$os.version
          Model=$cs.model
          Manufacturer=$cs.manufacturer
          BIOSSerial=$bios.serialnumber
          ComputerName=$os.__SERVER
          OSArchitecture=$os.osarchitecture
          ProcArchitecture=$proc.addresswidth}

$obj = New-Object -TypeName MyObject -Property $props
Write-Output $obj

```

The script in listing 21.7 starts by creating a PowerShell here-string that holds the C# code to define the class. The class has a name `MyObject` and then makes a number of statements defining the properties. In this example, the properties are all strings but a mixture of types is allowed.

`Add-Type` is used to compile the class, which can then be used in place of `PSObject` when you create an object with `New-Object`. The object's properties can be supplied using the technique shown here or in listing 21.6:

```

$obj = [MyObject]@{OSVersion=$os.version
                  Model=$cs.model
                  Manufacturer=$cs.manufacturer
                  BIOSSerial=$bios.serialnumber
                  ComputerName=$os.__SERVER
                  OSArchitecture=$os.osarchitecture
                  ProcArchitecture=$proc.addresswidth}

```

It's worth testing `$obj` with `Get-Member`:

```

PS C:\> $obj | get-member

TypeName: MyObject

```



```

    $userObj = New-Object -TypeName PSObject -Property $props
    $userObjs += $userObj
}

$props = @{ComputerName=$os.__SERVER
          OSVersion=$os.version
          SPVersion=$os.servicepackmajorversion
          Disks=$diskObjs
          Users=$userObjs
        }
$obj = New-Object -TypeName PSObject -Property $props
Write-Output $obj

```

7 **Add users and disks**

← 8 **Output to pipeline**

The script begins by retrieving information into variables, just as you’ve done in prior examples. This time, you’re getting disks and users, which may well have multiple objects on any given machine. You’re not limiting this to the first one of each; you’re grabbing whatever’s present on the machine. The fun starts when you create an empty array to hold all your custom disk objects ①. You then enumerate through the disks, one at a time ②. Each time through, you set up a hash table for the properties you want to display for a disk ③, and then you create the disk object using those properties ④. At the end of the iteration, you append that disk object to your originally empty array ⑤. Once you’ve made it through all the disks, you repeat the same basic process for the users ⑥.

Once that’s all done, you create your final output object. It includes information from the operating system but also the collections of user and disk objects you just created ⑦. That final object is output to the pipeline ⑧. The result looks something like this:

```

Users      : @{UserSID=S-1-5-21-29812541-3325070801-1520984716-500
              ; UserName=Administrator}, @{{UserSID=S-1-5-21-29812541
              -3325070801-1520984716-501; UserName=Guest}, @{{UserSID
              =S-1-5-21-29812541-3325070801-1520984716-502; UserName
              =krbtgt}, @{{UserSID=S-1-5-21-29812541-3325070801-15209
              84716-1103; UserName=rhondah}}
OSVersion  : 6.1.7601
Disks      : @{{Space=42842714112; Drive=C:; FreeSpace=32443473920}
              }
ComputerName : WIN-KNBAOR0TM23
SPVersion  : 1

```

What you’re seeing in the `Disks` and `Users` properties is PowerShell’s way of displaying properties that have multiple subobjects as their contents. Each of your disks and users is being displayed as a hash table of property=value entries. If there are a number of accounts on the system, you may see “...” in the users display. This is because PowerShell will only show the first four values in a collection by default. You can change this by modifying the value contained in the `$FormatEnumerationLimit` variable.

You can use `Select-Object` to extract just one of those properties’ children in a more sensible fashion:

```
PS C:\> .\multitest.ps1 | select -expand users
```

```
UserSID                               UserName
-----                               -
S-1-5-21-29812541-3325070801-15... Administrator
S-1-5-21-29812541-3325070801-15... Guest
S-1-5-21-29812541-3325070801-15... krbtgt
S-1-5-21-29812541-3325070801-15... rhondah
```

So this is how you can create, and ultimately access, a complex hierarchy of data by using a single output object type. This is also—finally—a good time to show you a potential use for the `Format-Custom` cmdlet. Check this out:

```
PS C:\> .\multitest.ps1 | format-custom
```

```
class PSCustomObject
{
  Users =
  [
    class PSCustomObject
    {
      UserSID = S-1-5-21-29812541-3325070801-1520984716-500
      UserName = Administrator
    }
    class PSCustomObject
    {
      UserSID = S-1-5-21-29812541-3325070801-1520984716-501
      UserName = Guest
    }
    class PSCustomObject
    {
      UserSID = S-1-5-21-29812541-3325070801-1520984716-502
      UserName = krbtgt
    }
    class PSCustomObject
    {
      UserSID = S-1-5-21-29812541-3325070801-1520984716-1103
      UserName = rhondah
    }
  ]

  OSVersion = 6.1.7601
  Disks =
  [
    class PSCustomObject
    {
      Space = 42842714112
      Drive = C:
      FreeSpace = 32442359808
    }
  ]

  ComputerName = WIN-KNBAOR0TM23
  SPVersion = 1
}
```

Given a bunch of objects, `Format-Custom` will attempt to display their properties. When it runs across a property that itself contains subobjects, it'll attempt to break those down. Parameters let you specify how deeply it'll attempt to do this within a nested hierarchy of objects.

21.4 Applying a type name to custom objects

The custom objects you've created so far are all of a generic type. You can test that by piping any of them to `Get-Member`:

```
PS C:\> .\multitest.ps1 | get-member

    TypeName: System.Management.Automation.PSCustomObject

Name      MemberType Definition
----      -
Equals    Method      bool Equals(System.Object obj)
GetHashCode Method      int GetHashCode()
GetType   Method      type GetType()
ToString  Method      string ToString()
ComputerName NoteProperty System.String ComputerName=WIN-KNBA0R0TM23
Disks     NoteProperty System.Object[] Disks=System.Object[]
OSVersion NoteProperty System.String OSVersion=6.1.7601
SPVersion NoteProperty System.UInt16 SPVersion=1
Users    NoteProperty System.Object[] Users=System.Object[]
```

There's nothing wrong with all of these objects having the same type, unless you want to apply a custom format view or a custom type extension (something we cover in upcoming chapters). Those custom extensions require an object to have a unique name so that PowerShell can identify the object and apply the extension appropriately. Giving one of your objects a custom name is easy: just do so before outputting it to the command line. We'll revise listing 21.6, as shown in listing 21.9, to add a custom type name. This technique isn't needed if the syntax from listing 21.7 is used because you define a type name when creating the class.

Listing 21.9 Adding a type name to custom objects

```
$os = Get-WmiObject -class Win32_OperatingSystem
$users = Get-WmiObject -class Win32_UserAccount
$disks = Get-WmiObject -class Win32_LogicalDisk -filter "drivetype=3"

$diskObjs = @()
foreach ($disk in $disks) {
    $props = @{Drive=$disk.DeviceID
              Space=$disk.Size
              FreeSpace=$disk.FreeSpace}
    $diskObj = New-Object -TypeName PSObject -Property $props
    $diskObjs = $diskObjs + $diskObj
}

$userObjs = @()
foreach ($user in $users) {
    $props = @{UserName=$user.Name
              UserSID=$user.SID}
```

```

$userObj = New-Object -TypeName PSObject -Property $props
$userObjs = $userObjs + $userObj
}

$props = @{ComputerName=$os.__SERVER
          OSVersion=$os.version
          SPVersion=$os.servicepackmajorversion
          Disks=$diskObjs
          Users=$userObjs}

$obj = New-Object -TypeName PSObject -Property $props
$obj.PSObject.TypeNames.Insert(0, 'My.Awesome.Type')
Write-Output $obj

```

← Adding custom type name

The script in listing 21.9 produces the following output when piped to `Get-Member`:

```

PS C:\> .\multitest.ps1 | get-member

    TypeName: My.Awesome.Type

Name      MemberType Definition
----      -
Equals    Method      bool Equals(System.Object obj)
GetHashCode Method      int GetHashCode()
GetType    Method      type GetType()
ToString  Method      string ToString()
ComputerName NoteProperty System.String ComputerName=WIN-KNBA0R0TM23
Disks      NoteProperty System.Object [] Disks=System.Object []
OSVersion  NoteProperty System.String OSVersion=6.1.7601
SPVersion  NoteProperty System.UInt16 SPVersion=1
Users      NoteProperty System.Object [] Users=System.Object []

```

As you can see, the custom type name was applied and is reflected in the output. Your only real concern with custom type names is that they not overlap with any other type names that might be running around inside the shell. The easiest way to ensure that uniqueness is to use a standard naming convention, within your organization, for custom type names. For example, a type name like `Contoso.PowerShell.UserInfo` is unique, describes the kind of information that the object holds, and is unlikely to interfere with anyone else's efforts. Again, we'll show you how to put that custom type name to use in chapters 26 and 27.

21.5 So, why bother?

This may seem like an awful lot of trouble. Let's skip back to our first complete example, in listing 21.2, and redo it in the way that a lot of PowerShell newcomers would do. The following listing shows this approach, which we consider substandard, and we'll explain why in a moment.

Listing 21.10 Multiple objects

```

Get-WmiObject -class Win32_OperatingSystem -comp localhost |
Select __SERVER,Version,OSArchitecture

Get-WmiObject -class Win32_ComputerSystem -comp localhost |
Select Model,Manufacturer

```



```
Get-WmiObject -class Win32_BIOS -comp localhost |
Select SerialNumber

Get-WmiObject -class Win32_Processor -comp localhost |
Select -first 1 -property AddressWidth
```

Here's what this script gets you:

```
PS C:\> .\NoObjects.ps1

__SERVER                Version                OSArchitecture
-----                -
WIN-KNBA0R0TM23        6.1.7601                64-bit
```

Um, wait—where's all of the other information? The problem is that this script violates a primary law because it's outputting multiple kinds of objects. There's an operating system object first, then a computer system object, then a BIOS object, then a processor object. We explained in the previous chapter that PowerShell doesn't deal well with that situation. PowerShell sees the first object and tries to format it and then gets lost because all this other stuff comes down the pipe. So, this is a bad approach. Most folks' second attempt will look like the next listing.

Listing 21.11 Outputting text

```
$os = Get-WmiObject -class Win32_OperatingSystem -comp localhost |
Select __SERVER,Version,OSArchitecture

$cs = Get-WmiObject -class Win32_ComputerSystem -comp localhost |
Select Model,Manufacturer

$bios = Get-WmiObject -class Win32_BIOS -comp localhost |
Select SerialNumber

$proc = Get-WmiObject -class Win32_Processor -comp localhost |
Select -first 1 -property AddressWidth

Write-Host "        OS Version: $($os.version)"
Write-Host "        Model: $($cs.model)"
Write-Host " OS Architecture: $($os.osarchitecture)"
Write-Host "        Manufacturer: $($cs.manufacturer)"
Write-Host "Proc Architecture: $($proc.addresswidth)"
Write-Host "        BIOS Serial: $($bios.serialnumber)"
```

Here's what you get when you run listing 21.11:

```
PS C:\> .\OutputText.ps1
        OS Version: 6.1.7601
                Model: VMware Virtual Platform
OS Architecture: 64-bit
Manufacturer: VMware, Inc.
Proc Architecture: 64
        BIOS Serial: VMware-56 4d 47 10 6b f6 d7 bc-a3
```

Look at all of the care that went into formatting that! Everything all lined up and pretty. Too bad it's a waste of time. Try to reuse that information in any way whatsoever, and it'll fail. None of the following will do anything useful at all:

- `.\OutputText.ps1 | ConvertTo-HTML | Out-File inventory.html`
- `.\OutputText.ps1 | Export-CSV inventory.csv`
- `.\OutputTest.ps1 | Export-CliXML inventory.xml`

This is the problem with a script that simply outputs text. And whether you output formatted text via `Write-Host` or `Write-Output` doesn't matter; it's still just text. PowerShell wants the structured data offered by an object, and that's why the techniques in this chapter are so important.

If we haven't stressed this enough, we'll leave you with one more code example where you can create your own object out of just about anything.

Listing 21.12 Creating your own custom object

```
$computername=$env:computername

$prop=[ordered]@{Computername=$Computername}

$os=Get-WmiObject Win32_OperatingSystem -Property Caption,LastBootUpTime
-ComputerName $computername

$boot=$os.ConvertToDateTime($os.LastBootuptime)
$prop.Add("OS",$os.Caption)
$prop.Add("Boot",$boot)
$prop.Add("Uptime",(Get-Date)-$boot)

$running=Get-Service -ComputerName $computername |
Where status -eq "Running"

$prop.Add("RunningServices",$Running)

$cdrive=Get-WMIObject win32_logicaldisk -filter "DeviceID='c:'"
-computername $computername

$prop.Add("C_SizeGB",($cdrive.Size/1GB -as [int]))
$prop.Add("C_FreeGB",($cdrive.FreeSpace/1GB))

$obj=New-Object -TypeName PSObject -Property $prop
$obj.PSObject.TypeNames.Insert(0,"MyInventory")

Write-Output $obj
```

In this example you're getting information from a variety of sources and building a custom object. Here's the sample output:

```
Computername      : CLIENT01
OS                : Microsoft Windows 7 Ultimate
Boot              : 3/5/2012 8:54:18 AM
Uptime            : 07:39:33.2436929
RunningServices  : {AppHostSvc, Appinfo, AudioEndpointBuilder, Audiosrv...}
C_SizeGB         : 188
C_FreeGB         : 114.76766204834
```

Here, the `RunningServices` property is a collection of service objects. You didn't need to use the `ForEach` technique as you did in listing 21.8. The `$Running` variable simply becomes the value of the custom property.

Listing 21.12 is the type of code you'll want to turn into a function where you can pass a collection of computer names. The output is an object, written to the pipeline, which you can see on the screen, convert to HTML, export to a CSV file, or do just about anything else you can think of to. The bottom line is, think *objects in the pipeline*.

21.6 Summary

Creating output is possibly the most important thing many scripts and functions will do, and creating that output so that it can work with PowerShell's other functionality is crucial to making a well-behaved, flexible, consistent unit of automation. Custom objects are the key, and by making them properly you'll be assured of an overall consistent PowerShell environment.

22

Scope

This chapter covers

- Understanding scope
- Using scope
- Using best practices

Scope is one of the most confusing things about PowerShell when you're a newcomer, and even experienced gurus get tripped up by it from time to time. If you're just using the shell as a shell—meaning you're running commands and seeing the results onscreen—then scope won't affect your life much. It's when you start writing scripts, functions, and modules that scope comes into play.

22.1 Understanding scope

Scope is a form of *containerization*. Certain elements in PowerShell are considered *scoped elements*, and when you create one it only exists within the container, or scope, in which you created it. Generally speaking, it can only be used from within that scope as well. There are obviously a lot of rules and caveats around this, but we're going to start with the basics and general realities and then diverge from there.

Take a look at figure 22.1, which illustrates the relationship between different kinds of scope.

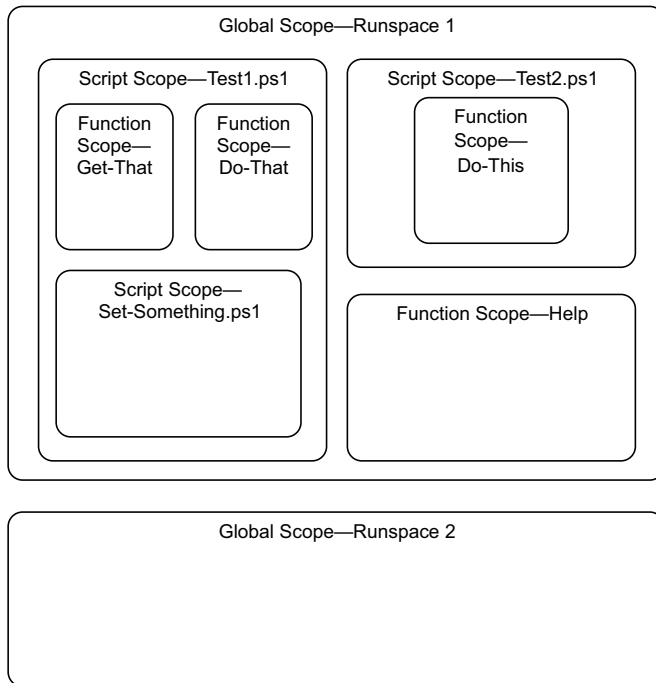


Figure 22.1 Scopes can have both child and parent scopes, creating a hierarchical relationship.

There are three main types of scope in PowerShell. They all do exactly the same thing—the names just reflect the ways in which these scopes are created.

- A *global* scope is created when you start a new PowerShell session, such as opening a new console window. PowerShell refers to a shell instance as a *runspace*. With the normal console application, you can only have one runspace, so an *instance of the shell* equals *one runspace*. But other hosting applications can have multiple runspaces within the same application. In the PowerShell ISE, for example, you can select New PowerShell Tab from the File menu and in doing so create an additional runspace within the same application window. Because it's possible to have multiple runspaces active at the same time, such as when you open two console windows side by side, you can have multiple global scopes.
- A *script* scope is created whenever PowerShell runs a new script (with one exception, called dot sourcing, which we cover later in this chapter). As illustrated in figure 22.1, a script can run another script, and the second one (Set-Something.ps1 in the illustration) gets its own scope.
- A *function* scope is created whenever you define a function. Functions can be defined within the shell itself (meaning within the global scope), or within a script, or even within another function.

As you can see in figure 22.1, all of these scopes create a hierarchy: The global scope is always at the top. That contains one or more function scripts (PowerShell's Help

Using scope

PowerShell v3 introduces another level of scope called Using. It doesn't fit into the hierarchical model described in figure 22.1, and the rules laid down in this chapter don't apply, because it's designed to be used in situations where you want to access a local variable in a remote session. The definition from the help file about_scopes is

Indicates a local variable. Use the Using scope in remote commands to indicate that a variable is in the local session. By default, variables in remote commands are assumed to be defined in the remote session.

It's used like this:

```
PS> $s = New-PSSession -ComputerName W12Standard
PS> $dt = 3
PS> Invoke-Command -Session $s -ScriptBlock {Get-WmiObject -Class
  Win32_LogicalDisk -Filter "DriveType=$dt"}
Invalid query "select * from Win32_LogicalDisk where DriveType="
+ CategoryInfo          : InvalidArgument: (:) [Get-WmiObject],
ManagementException
+ FullyQualifiedErrorId :
GetWMIManagementException,Microsoft.PowerShell.Commands.GetWmiObjectComm
and
+ PSComputerName        : W12Standard

PS> Invoke-Command -Session $s -ScriptBlock {Get-WmiObject -Class
  Win32_LogicalDisk -Filter "DriveType=$Using:dt"}

DeviceID      : C:
DriveType     : 3
ProviderName  :
FreeSpace     : 126600425472
Size         : 135994011648
VolumeName    :
PSComputerName : W12Standard
```

Create a remoting session to another machine and define a variable. If you try to use that variable (which is local) in the remote session, you'll get the error shown earlier, but if you employ the Using scope, it works.

In PowerShell v2, you could do this:

```
PS> Invoke-Command -Session $s -ScriptBlock {param($d) Get-WmiObject
  -Class
  Win32_LogicalDisk -Filter "DriveType=$d" } -
  ArgumentList $dt
```

Using is a valuable addition to your toolbox when you're working with remote machines.

command is actually a function, not an alias, which is defined in the global scope). The global scope will also contain a script scope whenever you run a script. A script or function can create additional scopes by containing functions or running other scripts.

When one scope hosts another, such as when our Test1.ps1 ran Set-Something.ps1 in figure 22.1, the higher-level scope is referred to as a *parent* and the newly created

scope as a *child*. So, in our illustration, Test1.ps1, Test2.ps1, and the Help function are all *children* of the global scope. They all refer to the global scope as their *parent*. A child, such as Test2.ps1, can also be a parent to its own children, which in our illustration is the function Do-This.

As we mentioned earlier, scope is only important in relation to scoped elements. The following elements of PowerShell are scoped:

- PSDrives
- Variables
- Functions
- Aliases

Here are the general rules for scope, along with some examples for each:

- When you create a new scoped element, it exists only within the current scope. That is, if Test1.ps1 defines a new alias named “Fred,” that alias won’t be available in the global scope. Parent scopes can never see anything in a child scope.
- If you try to access an element that doesn’t exist in the current scope, PowerShell will go up the scope relationships from parent to parent to see if that item exists somewhere else. For example, let’s say the Set-Something.ps1 function runs Dir, which is an alias to Get-ChildItem. Assuming Set-Something.ps1 didn’t define Dir as an alias, PowerShell would look to see if it was defined in the parent scope, Test1.ps1. Assuming it was also not defined there, PowerShell would look to the next parent, which is the global scope. The alias is definitely defined there, and so it’d run normally.
- You’re allowed to create a scoped element whose name conflicts with a parent scope’s definition. In other words, Test1.ps1 could create a new alias named Dir that pointed to the Get-WmiObject cmdlet. From then on, until the script finished running, executing Dir would run Get-WmiObject, not Get-ChildItem. In effect, the child scope’s local definition would prevent PowerShell from going up to the parent scope to find the normal definition of Dir.
- When a scope is finished, everything in it, including all child scopes, is destroyed and removed from memory. Assume Set-Something created a variable named \$x. Once Test1.ps1 finished running, that \$x—and everything else defined by Test1.ps1 or one of its children—would go away.

NOTE Our example of redefining the Dir alias is strictly theoretical. In practice, PowerShell’s creators have made it more or less impossible to *overwrite* the built-in aliases. We’ll use a more practical example in the next section of this chapter.

We’re going to cover plenty of examples of these behaviors, because we realize they can be a little confusing. But we have one more thing to point out: Plenty of PowerShell elements are *not scoped*. For example, if Test1.ps1 were to load a module by using the Import-Module cmdlet, that module would remain loaded even after the script

finished running. That's because modules aren't scoped elements: Messing with them in any way affects the entire runspace, or global scope.

22.2 Observing scope in action

Perhaps the easiest way to understand scope's general rules is to see them in action. To do that, you'll start by creating a little demonstration script, shown in the following listing.

Listing 22.1 Scope demonstration script, test.ps1

```
function Do-This {
    Write-Host "Inside the function" -foreground Green
    Write-Host "Variable contains '$variable'" -foreground Green
    $variable = 'Function'
    Write-Host "Variable now contains '$variable'" -foreground Green
    Gw -Class Win32_BIOS
}

Write-Host "Inside the script" -foreground Red
$variable = "Script"
Write-Host "Variable now contains '$variable'" -foreground Red

New-Alias -Name gw -Value Get-WmiObject -Force
Gw -Class Win32_ComputerSystem

Do-This

Write-Host "Back in the script" -foreground Red
Write-Host "Variable contains '$variable'" -foreground Red
Write-Host "Done with the script" -foreground Red
```

Save the script as C:\Test.ps1. Then, open a brand-new PowerShell console window (just to make sure you're starting fresh) and run the script. Here are the results:

```
PS C:\> ./test
Inside the script
Variable now contains 'Script'

Domain                : company.pri
Manufacturer           : VMware, Inc.
Model                  : VMware Virtual Platform
Name                   : WIN-KNBAOR0TM23
PrimaryOwnerName      : Windows User
TotalPhysicalMemory   : 1073209344

Inside the function
Variable contains 'Script'
Variable now contains 'Function'
SMBIOSBIOSVersion    : 6.00
Manufacturer          : Phoenix Technologies LTD
Name                   : PhoenixBIOS 4.0 Release 6.0
SerialNumber           : VMware-56 4d 47 10 6b f6 d7
                       9e 4b
Version                : INTEL - 6040000

Back in the script
Variable contains 'Script'
Done with the script
```



```

PS C:\> gw -class win32_operatingsystem
The term 'gw' is not recognized as the name of a cmdlet, function,
script file, or operable program. Check the spelling of the name, or if
a path was included, verify that the path is correct and try again.
At line:1 char:3
+ gw <<<< -class win32_operatingsystem
  + CategoryInfo          : ObjectNotFound: (gw:String) [], Comman
dNotFoundException
  + FullyQualifiedErrorId : CommandNotFoundException

```

Note that the script used a foreground color with `Write-Host` to make it clear when scope changes. Let's walk through exactly what happened, step by step:

- 1 You run the script.
- 2 The first executable line of the script displays “Inside the script.”
- 3 The next line of the script puts `Script` inside `$variable`. The `$variable` element hasn't been seen before, so PowerShell creates it within this scope.
- 4 The next line displays the contents of the variable, resulting in `Variable now contains 'Script'`—all good so far.
- 5 The script defines an alias, `Gw`, that points to `Get-WmiObject`. This alias is created within the script's own scope.
- 6 The script runs its `Gw` alias, creating some output in the shell.
- 7 Now the script executes the `Do-This` function, which is located within the script. We're now in scope #3: Scope #1 is the global scope, scope #2 is the `Test.ps1` script, and the third scope is the interior of the `Do-This` function.
- 8 The function starts by displaying `Inside the function`, just so you know where you're at.
- 9 The function attempts to display the contents of `$variable`. But `$variable` hasn't been created inside this scope. So the shell goes up a level to the first parent and finds that `$variable` was defined there. So the shell displays `Variable contains 'script'` and moves on.
- 10 The function now puts `Function` inside of `$variable`. This creates a new element called `$variable` inside the current scope. The `$variable` owned by the parent isn't affected!
- 11 Next, the function displays `Variable now contains 'Function'`, which is true because `$variable` now exists inside the local scope, and contains `Function`.
- 12 Now the function tries to use the `Gw` alias. It doesn't exist in this scope, so again the shell goes up to the parent. The alias exists there, and so the command runs successfully. You can see the output with a bit of information about the computer's BIOS.
- 13 The function exits and its scope is destroyed. The script displays `Back in the script`.
- 14 The script displays `Variable contains 'Script'`, which is true because `$variable` exists in the script scope, and in this scope it does contain `Script`. It was never changed by what the function did.

- 15 Finally, the script displays Done with the script.
- 16 The script finishes, and its scope is destroyed. Back in the shell, you attempt to use the Gw alias and find that it won't work. The alias was never defined in the global scope, so you can't use it here. There's no parent to the global scope, so the shell has nowhere *up* to go and find the alias.

That's a good look at the basics of scope. Just remember the rules we outlined earlier, and you'll usually be okay. Now for the creative stuff!

22.3 Dot sourcing

As you'll recall from chapter 20, *dot sourcing* is a technique in PowerShell that lets you run a script without first creating a new scope for it. In other words, rather than creating a container in which to run the script, PowerShell runs it inside the current scope. The practical upshot of this is that anything created within the script *continues to exist after the script is finished*. Let's use our Test.ps1 demonstration from listing 22.1 again. Again open a brand-new PowerShell console window and run the following:

```
PS C:\> . .\test.ps1
Inside the script
Variable now contains 'Script'
```

**Dot-sourced
script**

```

Domain                : company.pri
Manufacturer           : VMware, Inc.
Model                  : VMware Virtual Platform
Name                   : WIN-KNBAOR0TM23
PrimaryOwnerName      : Windows User
TotalPhysicalMemory   : 1073209344

Inside the function
Variable contains 'Script'
Variable now contains 'Function'
SMBIOSBIOSVersion    : 6.00
Manufacturer          : Phoenix Technologies LTD
Name                  : PhoenixBIOS 4.0 Release 6.0
SerialNumber          : VMware-56 4d 47 10 6b f6 d7 bc-a3 d6 b1 99 a2 6f
                      9e 4b
Version               : INTEL - 6040000

Back in the script
Variable contains 'Script'
Done with the script

PS C:\> $variable
Script
PS C:\> gw -class win32_operatingsystem
```

**Script's elements
still exist**

```

SystemDirectory      : C:\Windows\system32
Organization         :
BuildNumber          : 7601
RegisteredUser       : Windows User
SerialNumber         : 55041-507-0078841-84800
Version              : 6.1.7601
```


```

PS C:\> Do-This
Inside the function
Variable contains 'Script'
Variable now contains 'Function'

SMBIOSBIOSVersion : 6.00
Manufacturer       : Phoenix Technologies LTD
Name               : PhoenixBIOS 4.0 Release 6.0
SerialNumber      : VMware-56 4d 47 10 6b f6 d7 bc-a3 d6 b1 99 a2 6f
                   9e 4b
Version           : INTEL - 6040000

PS C:\> $variable
Script

```



To dot-source the script, you type a period, followed by a space, and then the path and filename of the script. The script's output looks exactly the same as it did last time. But when the script finishes, you're able to display the contents of `$variable`, and you're able to use the `Gw` alias. That's because you've essentially created those items within the global scope! The script was never given a scope of its own, so everything it did technically happened inside the global scope. When the script finishes running, the global scope continues to exist, and so those two elements remain accessible.

Even the `Do-This` function continued to be accessible! That's because it was defined within the script. But the script didn't have its own scope, so `Do-This` was technically defined into the global scope. That means it continues to exist after the script has finished running. All the regular scope rules still apply, though: When `Do-This` runs, it creates its own `$variable` and puts `Function` inside it. Once the function completes, its scope is destroyed. At the global scope, `$variable` still contains `Script`, as shown in the output. The dot sourcing only prevented a scope from being created for the script; it didn't stop any other scope rules, such as the function getting its own scope, from operating.

Some folks will use dot sourcing as a way of including a library script inside another script they want to run. For example, they'll put a bunch of functions, and nothing else, into a script, perhaps naming it `Library.ps1`. Then, inside all their other scripts, they'll dot-source `Library.ps1`. Doing so makes all of the functions from `Library.ps1` available inside the other scripts. That was the only way to accomplish such a thing in PowerShell v1; in v2 and later, that library should be written as a script module and loaded by running `Import-Module`. That way, it (and its contents) can be easily removed by running `Remove-Module`. You also save the overhead of continually loading the library of functions.

22.4 *Manipulating cross-scope elements*

Our general rules from earlier in this chapter boil down to two important basics:

- A parent can never see or change scoped elements that exist within a child. We're not going to budge on this one—it's always true and there's no way around it.

- A child scope can read items from its parent, but it can't change them. If a child scope tries to change an element from its parent, it winds up creating a new element, having the same name, inside its own local scope.

That second rule is the one that we're now going to mess with. To do that we're going to create a slightly simpler demonstration script that only manipulates variables. These same rules apply to other scoped elements, such as aliases and PSDrives, but variables are the easiest to observe in action. The following listing contains our simplified example script, which should be saved as `test2.ps1`.

Listing 22.2 Demonstrating cross-scope activities

```
function Do-That {
    Write-Host "Inside Do-That $var is '$var'"
    $var = 3
    Write-Host "Now, inside Do-That $var is '$var'"
}

Write-Host "Inside Test2 $var is '$var'"
$var = 2
Write-Host "Now, inside Test2 $var is '$var'"
Do-That
Write-Host "Back inside Test2 $var is '$var'"
```

As before, open a fresh PowerShell console window to try this out. Begin by setting `$var` to something in the global scope, running the script, and then checking the contents of `$var`. Here's what happens:

```
PS C:\> $var = 1
PS C:\> .\test2.ps1
Inside Test2 1 is '1'
Now, inside Test2 2 is '2'
Inside Do-That 2 is '2'
Now, inside Do-That 3 is '3'
Back inside Test2 2 is '2'
PS C:\> $var
1
PS C:\>
```

This is exactly the same behavior that we demonstrated before. At the beginning of each new scope, `$var` doesn't exist. When the scope tries to access it, PowerShell pops up a level to that scope's parent. So at the beginning of the script, the value 1 is coming from your global scope `$var`; at the beginning of the function, the value of 2 is coming from the script. Each scope then sets its own value for the variable, which in essence creates a new variable that happens to have the same name as a variable in the parent scope. The scopes' use of `$var` doesn't in any way change their parent scopes' definition of the variable: You can see after the script runs that `$var` remains 1 in the global scope.

Now let's change up the rules a bit. You'll use PowerShell's variable cmdlets to do this, resulting in the script shown in the next listing.

Listing 22.3 Test2.ps1, which now uses cmdlets to modify out-of-scope elements

```
function Do-That {
    Write-Host "Inside Do-That $var is '$var'"
    Set-Variable -name var -value 3 -scope 2
    Write-Host "Now, inside Do-That $var is '$var'"
}

Write-Host "Inside Test2 $var is '$var'"
Set-Variable -name var -value 2 -scope 1
Write-Host "Now, inside Test2 $var is '$var'"
Do-That
Write-Host "Back inside Test2 $var is '$var'"
```

Here are the results of running the script in listing 22.3 in a brand-new console window:

```
PS C:\> $var = 1
PS C:\> .\test2.ps1
Inside Test2 1 is '1'
Now, inside Test2 2 is '2'
Inside Do-That 2 is '2'
Now, inside Do-That 3 is '3'
Back inside Test2 3 is '3'
PS C:\> $var
3
PS C:\>
```

Unlike the previous example, in this case there's only one copy of `$var` running around, and it's the one in the global scope. The various `-Variable` cmdlets, including `Set-Variable`, all have a `-Scope` parameter. This parameter lets you explicitly modify an element in a higher-level scope. The parameter accepts a number, and 0 means *do it in my local scope*, which is the default behavior if you don't use `-Scope` at all. A value of 1 means *do this in my parent's scope*, a value of 2 means *do this in my parent's parent's scope* (which you could call *my grandparent's scope*, but that might be taking the family analogy a bit too far).

So when the function ran this

```
Set-Variable -name var -value 3 -scope 2
```

it was telling the shell to “modify the contents of `$var`, placing a 3 into the variable. But don't do this locally. Go up two levels, to my parent's parent, and make the change there.” Because the function was three levels down—global, script, function—this resulted in the global scope's copy of `$var` being modified.

It can be tough to keep track of scopes by number like that. For example, let's say you wrote another script, `test3.ps1`, as shown here.

Listing 22.4 Test3.ps1, which runs Test2.ps1 (unmodified)

```
C:\test2.ps1
```

Now, open a fresh shell console and try this:

```

PS C:\> $var = 1
PS C:\> ./test3
Inside Test2 1 is '1'
Now, inside Test2 2 is '2'
Inside Do-That 2 is '2'
Now, inside Do-That 3 is '3'
Back inside Test2 3 is '3'
PS C:\> $var
1

```

You get different results. At the end of everything, `$var` continues to contain 1 in the global scope. That's because `Test3.ps1` created its own scope, which was a child of the global. When the function modified the variable, it went *up* two levels (that's what `-scope 2` means). Up one level is `Test2.ps1`, and up a second level is `Test3.ps1`. So the function modified `$var` in `Test3.ps1` rather than in the global scope.

To help get more predictable results, you can refer to specific scopes by name instead of by numbers. The following listing contains a modified `Test2.ps1`.

Listing 22.5 Modifying `Test2.ps1` to use named scopes

```

function Do-That {
    Write-Host "Inside Do-That $var is '$var'"
    Set-Variable -name var -value 3 -scope global
    Write-Host "Now, inside Do-That $var is '$var'"
}

Write-Host "Inside Test2 $var is '$var'"
Set-Variable -name var -value 2 -scope global
Write-Host "Now, inside Test2 $var is '$var'"
Do-That
Write-Host "Back inside Test2 $var is '$var'"

```

Now let's go run `Test3.ps1`, from listing 22.4, again:

```

PS C:\> $var = 1
PS C:\> .\test3.ps1
Inside Test2 1 is '1'
Now, inside Test2 2 is '2'
Inside Do-That 2 is '2'
Now, inside Do-That 3 is '3'
Back inside Test2 3 is '3'
PS C:\> $var
3

```

Now the global scope's `$var` has again been modified, because `Test2.ps1` referred specifically to the global scope by name, rather than by trying to count up a certain number of levels. This is an absolute scope reference, meaning no matter how deeply nested the `Set-Variable` command becomes, it'll always modify the global scope when `-Scope global` is specified.

There are a few scopes you can refer to by name:

- *Global* always refers to the global scope.
- *Local* always refers to the current scope and is the default.
- *Script* refers to the nearest script scope upward in the hierarchy.

If you can accomplish what you need by using a named scope in that fashion, then you don't even have to use a `-Variable` cmdlet. PowerShell recognizes a shortcut syntax that can be used directly with variable names:

- `$global:var` will always refer to the variable `$var` in the global scope.
- `$local:var` will always refer to the variable `$var` in the current scope.
- `$script:var` will always refer to the variable `$var` in the next script scope that's upward in the hierarchy.

As a best practice, assiduously avoid messing with any scopes that aren't your own. For example, don't rely on the global scope containing information that you need, because you don't know what else might be playing with the global scope and possibly messing you up and causing bugs in your script. We see people use higher-scope variables as a way of passing information between two scripts, or between two functions, or something else. As a rule, that's a bad idea. It can create complex debugging situations, along with other troubles. It can also cause your script to conflict with other people's scripts, if those other people are also relying on higher-scope variables and information. As a rule, you should only mess with things in the local scope. To pass information between scopes, rely on parameters for input and the pipeline for output. We cover all of that in upcoming chapters.

22.5 *Being private*

There's one more scope we have to cover, and that's the private scope. When you create a scoped item and give it a scope of `private`, it exists only inside the current, local scope. As always, it can't be seen by the current scope's parent—that's always impossible. But unlike other elements, a private element also can't be seen by a scope's children.

For example, suppose a script creates a variable like this:

```
$private:computername = 'SERVER1'
```

Normally, any functions contained within that script—its children—would be able to access the contents of `$computername`. Not in this case. To them, `$computername` will appear to be undefined. They're welcome to create their own copy of `$computername`, of course, but they can't see the parent's. But if a child scope explicitly tried to access `$private:computername`, it'd be able to do so.

22.6 *Being strict*

We discussed the `Set-StrictMode` cmdlet in chapter 16. Because this cmdlet ties in so closely with scope, we'll cover it in a bit more detail here. Let's first see it in normal operation: You set a global scope variable named `$check` and then write a script named `Strict.ps1`, which contains one line that displays the contents of `$check`, as shown in the next listing.

Listing 22.6 `Strict.ps1`

```
$check
```

Now let's see what happens with the various strict modes:

```
PS C:\> $check = 'Please'
PS C:\> Set-StrictMode -Off
PS C:\> ./strict
Please
PS C:\> Set-StrictMode -Version 1
PS C:\> ./strict
Please
PS C:\> Set-StrictMode -Version 2
PS C:\> ./strict
Please
PS C:\> Set-StrictMode -Version 3
PS C:\> ./strict
Please
PS C:\>
```

That's the same behavior you've seen throughout this chapter: In all three modes, with strict set to Off, version 1, version 2, or version 3, the script's scope is able to go up the scope hierarchy to access the global `$check` variable. Now modify `Strict.ps1`, as shown in the following listing, to display a variable that hasn't been created in the global scope (or anywhere else).

Listing 22.7 Modifying `Strict.ps1`

```
$peace
```

Now try running that script in all three strict modes:

```
PS C:\> Set-StrictMode -off
PS C:\> ./strict
PS C:\> Set-StrictMode -version 1
PS C:\> ./strict
The variable '$peace' cannot be retrieved because it has not been set.
At C:\strict.ps1:1 char:7
+ $peace <<<<
    + CategoryInfo          : InvalidOperation: (peace:Token) [], Ru
      ntimeException
    + FullyQualifiedErrorId : VariableIsUndefined

PS C:\> Set-StrictMode -version 2
PS C:\> ./strict
The variable '$peace' cannot be retrieved because it has not been set.
At C:\strict.ps1:1 char:7
+ $peace <<<<
    + CategoryInfo          : InvalidOperation: (peace:Token) [], Ru
      ntimeException
    + FullyQualifiedErrorId : VariableIsUndefined

PS C:\> Set-StrictMode -version 3
PS C:\> ./strict
The variable '$peace' cannot be retrieved because it has not been set.
At C:\strict.ps1:1 char:7
+ $peace <<<<
    + CategoryInfo          : InvalidOperation: (peace:Token) [], Ru
```



```

ntimeException
+ FullyQualifiedErrorId : VariableIsUndefined

```

As you can see, with strict off, the `$peace` variable has a default value of `$null`. With either strict mode engaged, trying to use an undefined variable—undefined both in the local scope and in any parent scope—is an illegal operation, resulting in an error.

Some subtle differences exist between version 1 and 2 (and 3) strict mode. There doesn't appear to be any difference between using version 2 or version 3 with `Strict-Mode`. Table 22.1 sums up the major differences.

Table 22.1 Differences between `Set-StrictMode` versions

	Strict off	Strict v1	Strict v2 and v3
Uninitialized variable	Variable presumed to be empty	Illegal	Illegal
Uninitialized variable referenced from within a double-quoted string	Variable presumed to be empty	Variable presumed to be empty	Illegal
References to nonexistent properties of an object	Property value presumed to be empty	Property value presumed to be empty	Illegal
Calls to functions that enclose parameters in parentheses, as a method would	Allowed	Allowed	Illegal
Variables with no name, such as <code>\${ }</code>	Allowed	Allowed	Illegal

As you can see, the higher strict versions (you can always select the most recent by running `Set-StrictMode -version latest`) offers the best protection against common mistakes that can often lead to extensive, difficult debugging sessions.

If you try to set strict mode to a version that doesn't exist, an error will be generated:

```

PS> Set-StrictMode -Version 4
Set-StrictMode : Cannot validate argument on parameter 'Version'. The "4.0"
argument does not contain a valid Windows PowerShell version. Supply a valid
version number and then try the command again.
At line:1 char:25
+ Set-StrictMode -Version 4
+ ~
+ CategoryInfo          : InvalidData: (:) [Set-StrictMode],
ParameterBindingValidationException
+ FullyQualifiedErrorId :
ParameterArgumentValidationError,Microsoft.PowerShell.Commands.
SetStrictModeCommand

```

Although the default strict mode is `Off`, we recommend setting it to `Latest` whenever you're beginning work on a new script or function.

22.7 Summary

As we mentioned at the outset of this chapter, scope can be a complex topic. Our usual recommendation is to avoid dealing with it as much as possible: Don't use variables and other scoped elements until you've given them an explicit value within the current scope. Don't mess with out-of-scope elements. That's the easiest way to keep out of trouble.

PowerShell workflows

This chapter covers

- Defining a workflow and learning when to use it
- Understanding workflow syntax
- Running a workflow
- Troubleshooting a workflow

Workflows are an important new feature of PowerShell v3. They're an incredibly rich, complex technology that we can't possibly cover comprehensively in this chapter—they deserve their own book. But they *are* a type of tool you can create and make great use of, which is why we want to include this chapter as an introduction to them.

We view workflows as a hardcore programming topic, and that's another reason we won't try to give them full coverage in this chapter. Instead, we're going to skim them lightly, showing you enough to create a basic workflow on your own, and we'll continue to assume that you're an administrator and not a professional developer. You have plenty of time to explore on your own, using this chapter as your starting point.

23.1 Workflow overview

Workflows are a type of PowerShell command, just as cmdlets and functions are types of commands. In fact, one of the easiest ways to understand workflows is to contrast them with their closest cousin: functions.

Functions are declared with the `function` keyword, as you've seen several times in earlier chapters; workflows are declared with the `workflow` keyword. Functions are executed by PowerShell itself; workflows are translated to the .NET Framework's Windows Workflow Foundation (WWF) and executed by WWF external to PowerShell. Both functions and workflows execute a given set of commands in a specific sequence, but workflows—thanks to WWF—include detailed logging and tracking of each and include the ability to retry steps that fail because of an intermittent network hiccup, for example, or some other transitory issue. Functions do one thing at a time; workflows can do one thing at multiple times—they can do parallel multitasking. Functions start, run, and finish; a workflow can pause, stop, and restart. If you turn off your computer in the middle of a function, the function is lost; if you do so as a workflow is running, the workflow can potentially be recovered and resumed automatically.

Table 23.1 illustrates some of the differences between a function and a workflow.

Table 23.1 Function or workflow

Function	Workflow
Executed by PowerShell	Executed by workflow engine
Logging and retry attempts through complicated coding	Logging and retry attempts part of the workflow engine
Single action processing	Supports parallelism
Run to completion	Can run, pause, and restart
Data loss possible during network problems	Data can persist during network problems
Full language set and syntax	Limited language set and syntax
Run cmdlets	Run activities

Workflow is incorporated into the shell by `PSWorkflow`; that module extends PowerShell to understand workflows and to execute them properly. The module is autoloaded when you define a workflow in either the console or the PowerShell ISE. Workflows are exposed as commands, meaning you execute them just like commands. For example, if you created a workflow named `Do-Something`, you'd just run `Do-Something` to execute it or `Do-Something -AsJob` to run it in PowerShell's background job system. Executing a workflow as a job is cool, because you can then use the standard `Job` cmdlets (like `Get-Job` and `Receive-Job`) to manage them. There are also `Suspend-Job` and `Resume-Job` commands to pause and resume a workflow job.

23.2 Workflow basics

A workflow is a set of commands, technically known as activities, which you want to execute to fulfill a larger IT task. For example, you might have a checklist of tasks when building a new server:

- 1 Create a standard folder hierarchy.
- 2 Add standard Windows roles and features.
- 3 Configure event log settings.
- 4 Configure key services.
- 5 Configure the page file.
- 6 Reboot.
- 7 Create a baseline XML configuration report.

You can construct a workflow of PowerShell expressions to complete these tasks and execute it against any number of remote computers. Workflows are intended for a chain of long-running, unattended tasks that's robust enough to survive network interruptions and persistent enough to survive reboots—something they accomplish by saving their status to disk in a process called *checkpointing*. Workflows are designed for performance and scalability through connection pooling, parallel command execution, and connection throttling. Workflows can even be suspended and restarted. If you think of PowerShell v3 as a management engine for servers in a cloud, this workflow begins to make a lot of sense.

Workflows have been around for quite a while as part of the .NET Framework and received a major overhaul in version 4.0. In the past, you needed to use Visual Studio to build and deploy a workflow in a complex XAML file format, which limited who had access to this technology. But with PowerShell v3, any IT pro can create a workflow using PowerShell commands. You don't have to be a developer and you don't need Visual Studio.

NOTE The whole point of PowerShell workflow is to give an IT pro the tools to build workflows without developing something in Visual Studio. You should approach PowerShell workflows as “wrappers” for the underlying workflow engine. These wrappers attempt to simplify much of the underlying complexity. If you're a .NET developer, you'll most likely continue creating workflows as you have in the past. This chapter is targeted at the IT pro looking to get started with workflows.

A workflow looks a lot like a PowerShell function:

```
Workflow DeployServer {  
    #my workflow commands  
}
```

But don't think you can simply take a function and change it to a workflow. Not only are there a substantial number of significant technical differences, there's a paradigm shift you need to adopt.

In the past, you'd run scripts or functions interactively to manage servers and desktops in your environment. Long-running tasks could be thrown into a background task. Or you might've leveraged PowerShell Remoting to distribute the workload. But typically everything came back to the machine that launched the command. With workflow, the idea is to provide a command framework to one or more remote computers and then *let it go*. Although you can run workflows locally, the intent is that you'll be managing remote computers, providing a set of instructions that they can execute on their own.

23.2.1 Common parameters for workflows

Just by using the `workflow` keyword, you give your workflow command a large set of built-in common parameters. We're not going to provide an extensive list, but here are some of the more interesting ones (and you can consult PowerShell's documentation for the complete list):

- `-PSComputerName`—A list of computers to execute the workflow on
- `-PSParameterCollection`—A list of hash tables that specify different parameter values for each target computer, enabling the workflow to have variable behavior on a per-machine basis
- `-PSCredential`—The credential to be used to execute the workflow
- `-PSPersist`—Forces the workflow to save (“checkpoint”) the workflow data and state after executing each step (we'll show you how you can also do this manually)

In addition, there are a variety of parameters that let you specify remote connectivity options, such as `-PSPort`, `-PSUseSSL`, `-PSSessionOption`, and so on; these correspond to the similarly named parameters of remoting commands like `Invoke-Command` and `New-PSSession`.

The values passed to these parameters are accessible as values within the workflow. For example, a workflow can access `$PSComputerName` to get the name of the computer that particular instance of the workflow is executing against right then.

23.2.2 Activities and stateless execution

Workflow is built around the concept of *activities*. Each PowerShell command that you run within a workflow is a single, standalone activity.

So the big thing to get used to in workflow is that each command, or activity, executes entirely on its own. Because a workflow can be interrupted and later resumed, each command has to assume that it's running in a completely fresh, brand-new environment. That means variables created by one command can't be used by the next command—which can get a bit difficult to keep track of, especially if you're accustomed to traditional PowerShell functions, which don't work that way at all. Workflow does support an `InlineScript` block, which will execute all commands inside the block within a single PowerShell session. Everything within the block is, essentially, a standalone mini-script.

Now, this isn't to say that variables don't work at all—that'd be pretty pointless. For example, consider the script in the following listing.

Listing 23.1 Example workflow with variables

```
workflow Test-Workflow {
    $a = 1
    $a

    $a++
    $a

    $b = $a + 2
    $b
}

Test-Workflow
```

Run the code in listing 23.1, and you should see the output 1, 2, and 4, with each number on its own line. That's the expected output, and seeing that will help you verify that the workflow is operating on your system. Now try the example in the next listing.

Listing 23.2 Example workflow that won't work properly

```
workflow Test-Workflow {
    $obj = New-Object -TypeName PSObject
    $obj | Add-Member -MemberType NoteProperty `
        -Name ExampleProperty `
        -Value 'Hello!'
    $obj | Get-Member
}

Test-Workflow
```

The script in listing 23.2 doesn't produce the intended results, in that the object in `$obj` won't have an `ExampleProperty` property containing "Hello!" That's because `Add-Member` runs in its own space, and its modification to `$obj` doesn't persist to the third command in the workflow. To make this work, you could wrap the entire set of commands as an `InlineScript`, forcing them to all execute at the same time, within a single PowerShell instance. Our next listing shows this example.

Listing 23.3 Example workflow using `InlineScript`

```
workflow Test-Workflow {
    InlineScript {
        $obj = New-Object -TypeName PSObject
        $obj | Add-Member -MemberType NoteProperty `
            -Name ExampleProperty `
            -Value 'Hello!'
        $obj | Get-Member
    }
}

Test-Workflow
```

Try each of these three examples and compare their results. Workflows do take a bit of getting used to, and these simple examples will help you to grasp the main differences in workflows.

23.2.3 Persisting state

The state of a workflow consists of its current output, the task that it's currently executing, and other information. It's important that you help workflow maintain this state, especially when kicking off a long-running command that might be executed. To do so, run the `Checkpoint-Workflow` command (or the `Persist` workflow activity). You can force this to happen after every single command is executed by running the workflow with the `-PSPersist` switch. State information is saved to disk by WWF so that the workflow can be resumed after a power failure or other problem or if you intentionally need to pause the workflow.

23.2.4 Suspending and resuming workflows

A workflow can suspend itself by running `Suspend-Workflow` within the workflow. You might do this, for example, if you're about to run some high-workload command that can only be run during a maintenance window. Before running the command, you check the time, and if you're not in the window, you suspend the workflow. Someone would need to manually resume the workflow (or schedule the resumption in Task Scheduler) by running `Resume-Job` and providing the necessary job ID.

23.2.5 Workflow limitations

Workflows are intended, by design, to run without any user interaction, usually via a workflow remoting session. As a result, they're configured to allow only a subset of the full PowerShell language. Technically, you're executing a series of workflow *actions* that happen to look like cmdlets, which leads to some limitations and "gotchas" that you must be aware of when creating a workflow.

NOTE When you write a workflow, you use PowerShell commands and scripts that look familiar. But when the workflow is executed, PowerShell must translate all of them to a language understood by WWF, which runs the workflow. So only those things that can be translated to WWF can be used within a workflow.

First and foremost, all objects and data must be *serializable* or your workflow will fail. In other words, if a command can't return the data as serialized XML, it can't be used in a workflow. One good test to see if a command's output is serializable is to see if the command fails when run through `Invoke-Command`. If it does, it'll most likely also fail when used within a workflow.

Workflows can be designed to use cmdlet binding and parameters, but within the workflow you must use full command and parameter names. Positional parameters aren't allowed, for example:


```
PS C:\> Workflow Test { Param([string]$path) dir $path }
At line:1 char:42
+ Workflow Test { Param([string]$path) dir $path }
+
+ ~~~~~
Positional parameters are not supported in a Windows PowerShell Workflow.
To invoke this command, use explicit
parameter names with all values. For example: "Command -Parameter
<value>".
+ CategoryInfo          : ParserError: (:) [], ParseException
+ FullyQualifiedErrorId : PositionalParametersNotSupported
```

This code failed because it tried to use a positional parameter. Here's the correct syntax:

```
PS C:\> Workflow Test { Param([string]$path) dir -Path $path }
```

As you can see, aliases are allowed, but we still recommend adhering to the best practice of using full command names. Here's a more complete, albeit simple, example:

```
Workflow Test {
Param([string]$path)
    Get-Childitem -Path path -Recurse -File |
    Measure-Object -Property length -sum -Average |
    Add-Member -MemberType NoteProperty -Name Path -Value Path -PassThru
}
```

Other limitations you might face include the following:

- Workflows don't use `Begin`, `Process`, and `End` scriptblocks. One implication of this is that you can't pipe anything into a workflow. Parameter attributes like `ValueFromPipeline` aren't allowed.
- Workflows don't use traps for error handling but rather use `Try/Catch`.
- There's no built-in event handling with a workflow. Though it's possible to build your own eventing, doing so will be a complicated task. We don't think eventing is appropriate for a workflow anyway. If you think of a workflow as a chain of activities, eventing doesn't play a role.
- PowerShell workflows aren't designed to be interactive. As such, you can't use `Write-Host` commands. You won't get an error until you try to run a workflow that uses it, although you can use `Write-Verbose` and `Write-Progress`. This also means you generally can't use `Read-Host` either. Think of workflows as system-run and isolated scripts.
- Workflows can't use comment-based help like advanced functions. You can include as much internal documentation as you like with comment blocks, but you can't do formal help. If you need to include help, you'll need to create an external help file using the Microsoft Assistance Markup Language (MAML) format.

You'll need to be careful about what you use for variable names because there are more restrictions. As a rule of thumb, any keyword in VB.NET isn't allowed as a variable name. But hopefully you won't have to worry too much about this. If you use a "bad" variable name, the workflow will fail with an error like this:

The workflow 'ParamDemo' could not be started: The following errors were encountered while processing the workflow tree:

'DynamicActivity': The private implementation of activity '1: DynamicActivity'

has the following validation error: **Compiler error(s) encountered**

processing

expression "end".

Expression expected.

At line:327 char:21

```
+          throw (New-Object
System.Management.Automation.ErrorRecord $ ...
+ ~~~~~
+ CategoryInfo          : InvalidArgument: (System.Manageme...etersDictio
                           nary:PSBoundParametersDictionary) [],
                           RuntimeException
+ FullyQualifiedErrorId : StartWorkflow.InvalidArgument
```

The error message, which we've boldfaced, states where the error occurred. This says you can't use \$end as a variable name. A simple rename and perhaps a find and replace are all that's required.

A number of cmdlets aren't appropriate or even legal when used in a workflow. Remember that these cmdlets have been turned into an equivalent action, and sometimes it's difficult to keep that distinction straight. The most likely commands to avoid, or those that will throw an exception when you try to invoke the workflow, are as follows:

Add-History	Add-PSSnapin	Clear-History	Clear-Variable
Complete-Transaction	Connect-PSSession	Debug-Process	Disable-PSBreakpoint
Disconnect-PSSession	Enable-PSBreakpoint	Enter-PSSession	Exit-PSSession
Export-Alias	Export-Console	Export-ModuleMember	Export-PSSession
Format-Custom	Format-List	Format-Table	Format-Wide
Get-Alias	Get-CimSession	Get-ControlItem	Get-Credential
Get-FormatData	Get-History	Get-PSBreakpoint	Get-PSCallStack
Get-PSSnapin	Get-Transaction	Get-Variable	Import-Alias
Import-PSSession	Invoke-Command	Invoke-History	New-Alias
New-Module	New-Object	New-PSDrive	New-PSSession
New-PSSession-ConfigurationFile	New-PSSessionOption	New-Variable	Out-Default
Out-GridView	Out-Host	Out-Null	Pop-Location
Push-Location	Read-Host	Receive-PSSession	Register-CimIndicationEvent
Remove-CimSession	Remove-PSBreakpoint	Remove-PSDrive	Remove-PSSnapin
Remove-TypeData	Remove-Variable	Set-Alias	Set-Location
Set-PSBreakpoint	Set-PSDebug	Set-StrictMode	Set-Variable

Show-Command	Show- ControlPanelItem	Show-EventLog	Start-Transaction
Trace-Command	Undo-Transaction	Update-FormatData	Update-TypeData
Use-Transaction	Write-Host		

NOTE Even though the commands in this list should be avoided, it may be possible to use some of them within an `InlineScript` block.

In addition, for performance purposes, some cmdlets only execute locally in a workflow. That said, you might be able to execute them remotely using an `InlineScript` activity, which we'll cover later in the chapter. The following cmdlets are always executed locally:

Add-Member	Compare-Object	ConvertFrom-CSV
ConvertFrom-Json	ConvertFrom-StringData	Convert-Path
ConvertTo-CSV	ConvertTo-HTML	ConvertTo-Json
ConvertTo-XML	Foreach-Object	Get-Host
Get-Member	Get-Random	Get-Unique
Group-Object	Measure-Command	Measure-Object
New-PSSessionOption	New-PSTransportOption	New-TimeSpan
Out-Default	Out-Host	Out-Null
Out-String	Select-Object	Sort-Object
Update-List	Where-Object	Write-Debug
Write-Error	Write-Host	Write-Output
Write-Progress	Write-Verbose	Write-Warning

Finally, workflow activities typically run isolated. You should minimize sharing variables across activities. This also means you have to pay close attention to scope. Don't assume PowerShell will "find" a variable as it does in a normal script or function. There are some specific rules regarding scope that we'll cover later in the chapter.

Workflows will take a bit more planning than a normal PowerShell script or function. We mentioned it earlier, but don't try to take an existing function and slap on the `Workflow` keyword. Even if it runs without error, you most likely aren't taking advantage of some cool features.

23.2.6 *Parallelism*

WWF is designed to execute tasks in parallel, and PowerShell exposes that capability through a modified `ForEach` scripting construct and a new `Parallel` construct. They work a bit differently.

With `Parallel`, the commands inside the construct can run in any order. Within the `Parallel` block, you can use the `Sequence` keyword to surround a set of commands that must be executed in order. That batch of commands may begin executing at any point, for example:

```
Workflow Test-Workflow {
    "This will run first"
```

```
parallel {
    "Command 1"
    "Command 2"
    sequence {
        "Command A"
        "Command B"
    }
}
}
```

The output here might be

```
Command 1
Command A
Command B
Command 2
```

“Command B” will always come after “Command A,” but “Command A” might come first, second, or third—there’s no guarantee. The commands actually execute at the same time, meaning “Command 1,” “Command 2,” and the sequence may all kick off at once, which is what makes the output somewhat nondeterministic. This technique is useful for when you have several tasks to complete, don’t care about the order in which they run, and want them to finish as quickly as possible.

The parallelized `ForEach` is somewhat different. In this situation you can execute a set of activities in parallel for every object in a collection of objects. Here’s what it looks like:

```
Workflow Test-Workflow {
    Foreach -parallel ($computer in $computerName) {
        Do-Something -computerName $computer
    }
}
```

Here, WWF may launch multiple simultaneous `Do-Something` commands, each targeting a different computer. Execution should be roughly in whatever order the computers are stored in `$ComputerName`, although because of varying execution times the order of the results is nondeterministic.

NOTE The `-Parallel` parameter for `ForEach` is valid only in a workflow.

23.3 General workflow design strategy

It’s important to understand that the entire contents of the workflow get translated into WWF’s own language, which only understands “activities.” With the exception of a few commands that we’ll list at the end of this chapter, Microsoft has provided WWF activities that correspond to most of the core PowerShell cmdlets. That means most of PowerShell’s built-in commands—the ones available before any modules have been imported—work fine.

That isn’t the case with add-in modules, though. Further, because each workflow activity executes in a self-contained space, you can’t even use `Import-Module` by itself

in a workflow. You'd basically import a module, but it'd go away by the time you tried to run any of the module's commands.

The solution is to think of a workflow as a high-level task coordination mechanism. You're likely to have a number of `InlineScript` blocks within a workflow, because the contents of those blocks execute as a single unit, in a single PowerShell session. Within an `InlineScript`, you can import a module and then run its commands. Each `InlineScript` block that you include runs independently, so think of each one as a standalone script file of sorts: Each should perform whatever setup tasks are necessary for it to run successfully. You'll see an example of this approach later in this chapter.

23.4 Example workflow scenario

For an example scenario, let's pretend you have a new in-house corporate application update that needs to be deployed. You've already taken care of getting the necessary executables deployed to your client computers, but the developers neglected to make a few critical configuration changes as part of the installer. It's up to you to make those changes. You need to do the following:

- Add an `HKEY_LOCAL_MACHINE\SOFTWARE\Company\LOBApp\Settings` Registry key, adding the setting `Rebuild` with a value of 0 (zero).
- Register a new PowerShell Remoting endpoint (or "session configuration") named `LOBApp`. There's already a local session configuration file stored on each computer that defines this endpoint's capabilities; the file should be in `C:\CorpApps\LOBApp\LOBApp.ps1`.
- Set the service named `LOBApp` to start automatically, and ensure that the service is started.
- Run `Set-LOBRebuildMode -Mode 1`. That command is located in a module named `LOBAppTools`, which is already deployed to the client computers.

None of these steps need to be done in any particular order. Keep in mind that the contents of your workflow are intended to be remoted, so you can assume that everything you're doing is running "locally," and they'll be deployed to the remote computers and executed there.

WARNING Don't try the following workflow now because we're using made-up stuff in the example, and you won't be able to follow along.

23.5 Writing the workflow

The following listing shows the workflow to accomplish this example scenario.

Listing 23.4 A sample workflow

```
workflow Set-LOBAppConfiguration {
    parallel {
        InlineScript {
            New-Item -Path HKLM:\SOFTWARE\Company\LOBApp\Settings
```

```

New-ItemProperty -Path HKLM:\SOFTWARE\Company\LOBApp\Settings `
    -Name Rebuild `
    -Value 0
}

InlineScript {
    Set-Service -Name LOBApp -StartupType Automatic
    Start-Service -Name LOBApp
}

InlineScript {
    Register-PSSessionConfiguration `
        -Path C:\CorpApps\LOBApp\LOBApp.psc1 `
        -Name LOBApp
}

InlineScript {
    Import-Module LOBAppTools
    Set-LOBRebuildMode -Mode 1
}
}
}

```

You can see that listing 23.4 follows the general strategy of breaking each distinct task into its own `InlineScript` block, allowing each block to execute independently and in this workflow simultaneously in parallel. Each scriptblock can assume it's accessing local resources, because the contents of the workflow will be remoted out to whatever machines you target. Run it like so:

```
PS C:\> Set-LOBAppConfiguration -PSComputerName one,two,three
```

This code runs the workflow on computers named “ONE,” “TWO,” and “THREE.” `InlineScript` is probably one of the techniques you'll use most in workflows, and we're going to give it more coverage later in this chapter.

23.6 Workflows vs. functions

We pointed this out earlier in the chapter, but it bears repeating: Workflows seem so similar to functions that it can be tempting to assume they're just a fancy kind of function. In many ways, it's safe to think of them that way, which is one of their most appealing aspects! After all, if you already know a lot about functions, you can move that knowledge right into workflows with little additional learning. That said, there are a few major differences. Specifically, workflows don't permit any of the following things that are legal in functions:

NOTE We know we've listed some of these restrictions earlier, but we want to outline them again because we've found that they cause confusion in workflows. This is also a good place for us to consolidate the various differences into a comprehensive list.

- You can't use the `BEGIN`, `PROCESS`, and `END` scriptblocks that we've been using in our advanced functions.

- You can't use subexpressions, like `$myvar = "$($service.name)".`
- You can't access drive-qualified variables like `$env:computername`; use `Get-Content ENV:ComputerName` instead.
- Variable names may only contain letters, digits, `-`, and `_`.
- You can't execute methods of objects. This is tricky, but there's a good reason: In order to execute a method, you need a live object. If the workflow resumes from interruption, all you'll have is a persisted, deserialized object, which has no methods. If you create an object within an `InlineScript` block, you can execute its methods within that block, because the block ensures that the commands all execute together.
- You can't assign values to object properties—again, doing so assumes a live object, which you won't necessarily have.
- You can't dot-source scripts or use the invocation (`&`) operator.
- Advanced function parameter validation (like `Mandatory` and other attributes we've used) aren't supported on workflows that are contained within other workflows. Technically, they're not allowed at all, but PowerShell "fakes it" for the outermost workflow.
- Positional parameters aren't permitted on commands within a workflow. This forces you to follow what you should be doing anyway and list the parameter name for every parameter you use. This means `Dir C:\` won't work, but `Dir -Path C:\` will.
- The old trap error-handling statement isn't supported. Use `Try...Catch...Finally` instead.
- The `Switch` statement doesn't work the same within a workflow; we recommend not using it at all in a workflow.
- Workflows can't use comment-based help. If you want to include help for a workflow command, you must create an external XML file in the appropriate MAML format; we won't be covering that topic in this book.
- Within a workflow, you can't change the value of a variable that has already been defined in a parent scope. In a normal PowerShell function, doing so creates a new local-scope variable of the same name; in a workflow, you get an error. PowerShell adds a new `$workflow` scope identifier to provide access to a workflow's scope from any child scope. For example, `$workflow:myvar` will provide access to the `$myvar` variable defined in the workflow scope. This syntax is mandatory for any child scope; were one of them to try to modify `$myvar` without specifying `$workflow:myvar`, it would get an error.

NOTE This isn't a comprehensive list of things that are legal in a function but not in a workflow, but the list does cover every function-related thing we've shown you in this book (including stuff in upcoming chapters).

Again, most of these restrictions come from the fact that a workflow is eventually translated into an external language usable by WWF, meaning a workflow can't contain anything for which there's no WWF equivalent.

23.7 Specific workflow techniques

Although we've touched on a couple of these already, we want to cover these techniques in more depth because we think you're going to be using them a lot.

23.7.1 Sequences

A workflow is intended for a series of potentially long-running tasks. You may need to do step A, then B, then C and in that order. One way to guarantee that order is to use a sequence in your workflow. A sequence is a self-contained scriptblock. The scriptblock must finish before any other sequences are executed. The next listing is a sample workflow that illustrates this concept.

Listing 23.5 Workflow sequences

```
Workflow DemoSequence {
write-verbose -message ("{0} starting" -f (Get-Date).TimeOfDay)
$a=10
$b=1

"Variables Pre-Sequence"
"`$a = $a"
"`$b = $b"
"`$c = $c"

    Sequence {
        "{0} sequence 1" -f (Get-Date).TimeOfDay
        $workflow:a++
        $c=1
        start-sleep -seconds 1
    }

    Sequence {
        "{0} sequence 2" -f (Get-Date).TimeOfDay
        $workflow:a++
        $workflow:b=100
        $c++
        start-sleep -seconds 1
    }

    Sequence {
        "{0} sequence 3" -f (Get-Date).TimeOfDay
        $workflow:a++
        $workflow:b*=2
        $c++
        start-sleep -seconds 1
    }
"Variables Post-Sequence"
"`$a = $a"
"`$b = $b"
"`$c = $c"

write-verbose -Message ("{0} ending" -f (Get-Date).TimeOfDay)
}
```


Let's run listing 23.5 so you can see how it behaves:

```
PS C:\scripts> demosequence -Verbose
VERBOSE: [localhost]:08:12:12.5756488 starting
Variables Pre-Sequence
$a = 10
$b = 1
$c =
08:12:12.8564498 sequence 1
08:12:14.1668659 sequence 2
08:12:15.2744786 sequence 3
Variables Post-Sequence
$a = 13
$b = 200
$c =
VERBOSE: [localhost]:08:12:16.5224938 ending
```

The workflow writes the starting values for variables `a`, `b`, and `c`. Each sequence modifies these variables in a different way. Sometimes a new value is assigned directly; other times a value is assigned the `$workflow:` prefix to illustrate the effect of scope in a workflow. We've also added a brief `sleep` statement so that you can see from the time stamp that the workflow runs in sequence.

Sequences should be self-contained. It's possible to reference variables outside the sequence scope, but you must include the `$workflow:` prefix. We've boldfaced those variables in the listing. The `$workflow:` prefix allows you to modify variables `a` and `b` in each sequence. We left variable `c` alone, and as you can see from the output, the workflow never picked up the value for `$c` from the last sequence. In other words, the variables set in sequences are scope specific unless you use the `$workflow:` prefix, which acts in much the same way as `$global:` would in a regular script or function.

You can nest sequences within sequences as well as the other syntax elements we'll be covering in this chapter.

23.7.2 InlineScript

Another option you might want to use is `InlineScript`. This scriptblock is just an `Invoke-Command` sequence that runs out-of-process in relation to the rest of the workflow, but depending on how you need to use parameters and variables, you might find it helpful. Listing 23.6 shows a simple workflow using `InlineScript`. As we've stated before, this is a useful tool within workflows, because in most cases it lets you include any PowerShell commands—not just those that can be translated to WWF—inside a workflow. You'll also need to use `InlineScript` if you want to call external PowerShell scripts or use a .NET class or method. Each `InlineScript` is executed as a single unit: It's transmitted to the target computer and executed, and the results are sent via XML back to the initiating machine.

Listing 23.6 Demo InlineScript

```
Workflow Get-ARPCache {
    $data = InlineScript {
        $results = arp -a | where {$_ -match 'dynamic'}
```

```
[regex] $rxip="(\d{1,3}\.){3}\d{1,3}"
[regex] $rxmac="(\w{2}-){5}\w{2}"
foreach ($line in $results) {
    [pscustomobject] [ordered]@{
        IP=$rxip.Match($line).Value
        MAC=$rxmac.Match($line).Value
    }
} #foreach
} #inlinescript

$data | Sort-Object -Property IP
} #workflow
```

This workflow is designed to get the ARPCache and turn the results into custom objects. Because the workflow needs to use a .NET method like `Match`, these commands should be placed in an `InlineScript` block. This is a completely self-contained unit that writes results to the pipeline. The workflow saves this output to `$data`. Then at the end of the workflow, `$data` is sorted on the `IP` property.

This example doesn't try to access data outside of the scriptblock via variables. But often you might need to do just that. As we've shown in a few examples earlier, you handle variable scope in `InlineScript` with `$Using`. The next listing illustrates this concept.

Listing 23.7 InlineScript with \$Using

```
Workflow DemoNotUsing {
    Param([string]$log="System",[int]$newest=10)

    #creating a variable within the workflow
    $source="Service Control Manager"

    Write-verbose -message "Log parameter is $log"
    Write-Verbose -message "Source is $source"

    InlineScript {
        <#
        What happens when we try to access
        out of scope variables?
        #>
        "Getting newest {0} logs from {1} on {2}" -f $newest,$log,$pscomputername
        get-eventlog -LogName $log -Newest $newest -Source $source
    } #inlinescript

    Write-verbose -message "Ending workflow"
} #close workflow
```

In a traditional PowerShell function you might think this code would work with no problem. The workflow can access variables `$log` and `$source` at the beginning. But within `InlineScript` is a totally new scope, and PowerShell *doesn't* look outside the scope for the variables as you might expect, so this workflow will fail.

```
PS C:\> DemoNotUsing -log application -Verbose
VERBOSE: [localhost]:Log parameter is application
```

```

VERBOSE: [localhost]:Source is Service Control Manager
Getting newest logs from on localhost
Get-EventLog : Cannot bind argument to parameter 'LogName' because it is
null.
At DemoNotUsing:7 char:7
+
+ CategoryInfo          : InvalidData: (:) [Get-EventLog],
ParameterBindingValidationException
+ FullyQualifiedErrorId :
ParameterArgumentValidationErrorNullNotAllowed,Microsoft.P
owerShell.Commands.GetEventLogCommand
+ PSComputerName       : [localhost]

VERBOSE: [localhost]:Ending workflow

```

The solution is to use the new `$Using` variable prefix. This tells PowerShell to use the variable from the current scope—that is, the workflow. The following listing shows a revised version. We've boldfaced the changes.

Listing 23.8 Revised InlineScript with `$Using`

```

Workflow DemoUsing {
Param([string]$log="System",[int]$newest=10)

#creating a variable within the workflow
$source="Service Control Manager"

Write-verbose -message "Log parameter is $log"
Write-Verbose -message "Source is $source"

InlineScript {
    <#
    this is the way to access out of scope variables.
    #>
    "Getting newest {0} logs from {1} on {2}" -f $using:newest,$using:log,
$pscomputername
    get-eventlog -LogName $using:log -Newest $using:newest `
-Source $using:source
} #inlinescript
} #close workflow

```

Now watch what happens when you run the workflow in listing 23.8:

```

PS C:\> DemoUsing -log system -Verbose
VERBOSE: [localhost]:Log parameter is system
VERBOSE: [localhost]:Source is Service Control Manager
Getting newest 10 logs from system on localhost

```

Index	Time	EntryType	Source	InstanceID	Message
948	Jun 10 15:54	Information	Service Contro...	3221232498	The fol...
911	Jun 10 07:22	Information	Service Contro...	3221232498	The fol...
852	Jun 07 13:44	Information	Service Contro...	3221232498	The fol...

```

820 Jun 07 13:35 Information Service Contro... 1073748869 A servi...
806 Jun 07 09:28 Information Service Contro... 1073748864 The sta...
803 Jun 07 08:25 Information Service Contro... 1073748864 The sta...
791 Jun 06 13:04 Information Service Contro... 1073748864 The sta...
787 Jun 06 11:58 Information Service Contro... 1073748864 The sta...
760 Jun 04 12:55 Information Service Contro... 1073748864 The sta...
752 Jun 04 10:52 Information Service Contro... 3221232498 The fol...

```

NOTE For the sake of our demonstration, we hardcoded the variable `$source`, which will only work with the system event log.

When PowerShell encountered `$using`, it looked for a variable in the current scope, and thus everything worked as planned. You can't use the `$workflow` prefix in an `InlineScript` block. You must use `$using`.

You're able to use `InlineScript` to execute commands that won't run anywhere else in a workflow. But you should still use full command and parameter names.

23.8 Running a workflow

Workflows are loaded into PowerShell the same as functions—that is, by dot-sourcing a script file. In PowerShell v3, a workflow is a new command type, which means you can use `Get-Command` to list them:

```
Get-Command -commandtype workflow
```

You run a workflow like any other cmdlet or function. You've done that in some of the examples earlier. You can pass parameters and take advantage of tab completion for parameter names, even automatic parameters like `PSComputername`. One thing you aren't likely to do is save the results to a variable. Typically you'll be using workflows for unattended and configuration-related tasks where you aren't expecting any output. You might also want to set up a workflow as a scheduled job.

Because workflows are designed for robustness and to survive temporary interruptions like reboots or network glitches, running workflows offers a few intriguing options. Often, these features we're going to discuss work together.

23.8.1 Workflow jobs

Normally you can just run a workflow interactively and hope for the best. But you can also run a workflow as a background job, which offers a number of advantages such as suspending and restarting the job. You don't have to add any extra code to your workflow. The job infrastructure in v3 has been enhanced to work with this new job type. All you need to do is run your workflow with the `-AsJob` parameter:

```
PS C:\> MyWorkflow -pscomputername server01,server02 -asjob
```

PowerShell will automatically import the `PSWorkflow` module, which adds the necessary type information to manage the job with the `Job` cmdlets.

23.8.2 Suspending and restarting a workflow

If you start your workflow as a job, you can suspend and resume it at any time. Here's a quick demonstration with an ad hoc workflow:

```
PS C:\> workflow Test-MyWorkflow {
>> get-service -name w*
>> start-sleep -seconds 20
>> get-process -name powershell*
>> }
>>
PS C:\> Test-MyWorkflow -asjob
```

Id	Name	PSJobTypeName	State	HasMoreData	Location	Command
2	Job2	PSWorkflowJob	Running	True	localhost	Test-MyWo...

If you're fast enough, you can suspend or pause this job with the new `Suspend-Job` cmdlet:

```
PS C:\> Suspend-Job 2
```

Id	Name	PSJobTypeName	State	HasMoreData	Location	Command
2	Job2	PSWorkflowJob	Suspending	True	localhost	Test-MyW...

When you're ready to resume, simply call the `Resume-Job` cmdlet:

```
PS C:\> Resume-Job 2
```

Receiving the results, assuming something was written to the pipeline, is no different than any other job:

```
PS C:\> Receive-Job 2
```

If you prefer to give your job a name, do so when you launch the workflow:

```
PS C:\> Test-MyWorkflow -asjob -JobName Demo
```

Everything else remains the same.

You can also suspend a workflow from within by using the `Suspend-Workflow` activity. When you invoke this activity, a job will automatically be created. You don't have to use `-AsJob`.

```
PS C:\> workflow Test-MyWorkflowSuspend {
>> $s=get-service -name w*
>> suspend-workflow
>> "resuming"
>> $p=get-process -name Powershell*
>> $s
>> $p
>> }
>>
PS C:\> Test-MyWorkflowSuspend
```

Id	Name	PSJobTypeName	State	HasMoreData	Location	Command
8	Job8	PSWorkflowJob	Suspended	True	localhost	Test-MyWor...

This job will remain even if you reboot the computer! You can get the same job in a new PowerShell session, provided you remember to reimport the PSWorkflow module and are using the same credentials. If you don't, you can't "see" the job. Here's the session after you reboot the computer:

```
PS C:\> get-job Job8

Id Name PSJobTypeName State HasMoreData Location Command
-- -- -
6 Job8 PSWorkflowJob Suspended True localhost Test-MyWorkfl...
```

Notice that you used the job name. In the new session, the job ID numbers can change. But this is in fact the job you suspended, so now you can resume it:

```
PS C:\> Resume-Job Job8
```

Once it's completed, you can receive the results like any other job.

23.8.3 Workflow credentials

When running workflows against remote computers, PowerShell will use your current credentials, which must have administrative rights on the remote computer. You can specify alternate credentials when invoking the workflow using the ubiquitous `PSCredential` parameter:

```
PS C:\> Configure-Desktop -pscomputername Desk1,Desk2,Desk3 -pscredential
➤ mydomain\administrator
```

You don't have to include any code to handle the parameter or its value. It just works. This means you should be able to use workflows even in a workgroup environment, assuming you have taken steps to configure PowerShell Remoting for a workgroup, such as updating the `TrustedHosts` value.

You can use a credential object created with `Get-Credential` as an alternative. If you just supply the username, you'll be prompted for the password.

23.9 A practical example

Many of the examples in this chapter have been simple and far from practical. Our goal is to illustrate some complex concepts with simple commands. The workflow in our next listing is one that you should be able to try on your own in a nonproduction environment.

Listing 23.9 A practical workflow

```
#requires -version 3.0

Workflow New-ServerConfiguration {
    Param()

    Write-Verbose -Message "Starting $($workflowcommandname)"

    #services to be configured
    $autoservices = @("wuauserv", "spooler", "w32Time", "MpsSvc", "RemoteRegistry")
    $disabledServices = @("PeerDistSvc", "browser", "fax", "efs")
```

```

#folders to be created
$folders="C:\Work", "C:\Company\Logs", "C:\Company\Reports", "C:\Scripts"

Parallel {
#these commands can happen in parallel since there are no
#dependencies

    Sequence {
        #Create new folder structure
        Write-Verbose -message "Creating default folders"
        foreach ($folder in $Workflow:folders) {
            Write-verbose -Message "Testing $folder"
            if (-Not (Test-Path -Path $folder)) {
                Write-Verbose -Message "Creating $folder"
                New-Item -Path $folder -ItemType Directory
            }
            else {
                Write-Verbose -Message "$folder already exists"
            }
        } #foreach
    } #sequence

#Configure auto start service settings
foreach -parallel ($service in $workflow:autoservices) {
    Write-Verbose -Message "Configuring autostart on $service"
    Set-Service -Name $service -StartupType Automatic
} #foreach

#Configure disabled service settings
foreach -parallel ($service in $workflow:disabledServices) {
    Write-Verbose -Message "Configuring Disable on $service"
    Set-Service -Name $service -StartupType Disabled
} #foreach
} #parallel

#reboot and wait. This only works on remote computers.
Write-Verbose -message "Rebooting $pscomputername"
Restart-Computer -Force -Wait

Write-Verbose -Message "Auditing service configuration"

InlineScript {
    <#
        get services that were configured and export current configuration
        to an xml file. Running this in an inline script to avoid remoting
        artifacts in the exported output.
    #>
    $using:autoservices+$using:disabledServices | ForEach-Object -process {
        Get-WmiObject -class win32_service -filter "name='$_'"
    } | Select-Object -Property Name,StartMode,State,StartName |
    Export-Clixml -Path C:\Company\Logs\ServiceAudit.xml
}

Write-Verbose -Message "Ending $($workflowcommandname)"
} #close Workflow

```

1 Create list of folders

2 Set services to autostart

3 Set services to be disabled

4 Reboot computer

5 Create XML report for services

The workflow in listing 23.9 is designed to automate some tasks you might otherwise manually perform when configuring a new system. Here you want to create some default local folders and configure some services. The tasks (❶, ❷, and ❸) have no dependencies, which means they can take place in parallel. But notice that in ❷ and ❸ you're using another nested parallel structure with `Foreach`. Some services you're setting to autostart and some to be disabled, but you can set each group of services simultaneously! You're not using `-parallel` with `Foreach` in ❶ because you want to test and create each folder sequentially.

After all the parallel tasks are completed, the workflow reboots the computer ❹ and waits for it to come back on the network. This won't work if you run the workflow against the local host. You can only wait for reboots on remote computers. When a connection can be made again, the workflow ends by joining the array of service names together and creating an XML report ❺ using service information gathered from WMI.

You can run the workflow against a remote computer like this:

```
PS C:\scripts> New-ServerConfiguration -verbose -PSComputerName novo8
VERBOSE: [novo8]:Starting New-ServerConfiguration
VERBOSE: [novo8]:Creating default folders
VERBOSE: [novo8]:Configuring autostart on RemoteRegistry
VERBOSE: [novo8]:Configuring autostart on MpsSvc
VERBOSE: [novo8]:Configuring autostart on w32Time
VERBOSE: [novo8]:Configuring autostart on spooler
...
```

Notice that there's no code within the workflow for handling Remoting or the remote computer name. Workflows implicitly use PowerShell Remoting. When you specify a computer name, a Remoting connection is made to the workflow endpoint and the workflow actions are executed. Figure 23.1 shows the workflow in action.

Developing a workflow takes time, patience, and testing. Before you sit down to write one, ask yourself if it's the right solution to your problem. Even the workflow you just saw could've been written as a traditional script or function, as long as you didn't need the reboot.

When writing workflows, start simple and spend time learning how to use the various workflow elements like `Parallel` and `InlineScript`.

23.10 Invoke-AsWorkflow

Two workflow-related modules are available in PowerShell v3:

```
PS> Get-Command *workflow* | ft -AutoSize
```

CommandType	Name	ModuleName
Function	New-PSWorkflowSession	PSWorkflow
Cmdlet	New-PSWorkflowExecutionOption	PSWorkflow
Workflow	Invoke-AsWorkflow	PSWorkflowUtility

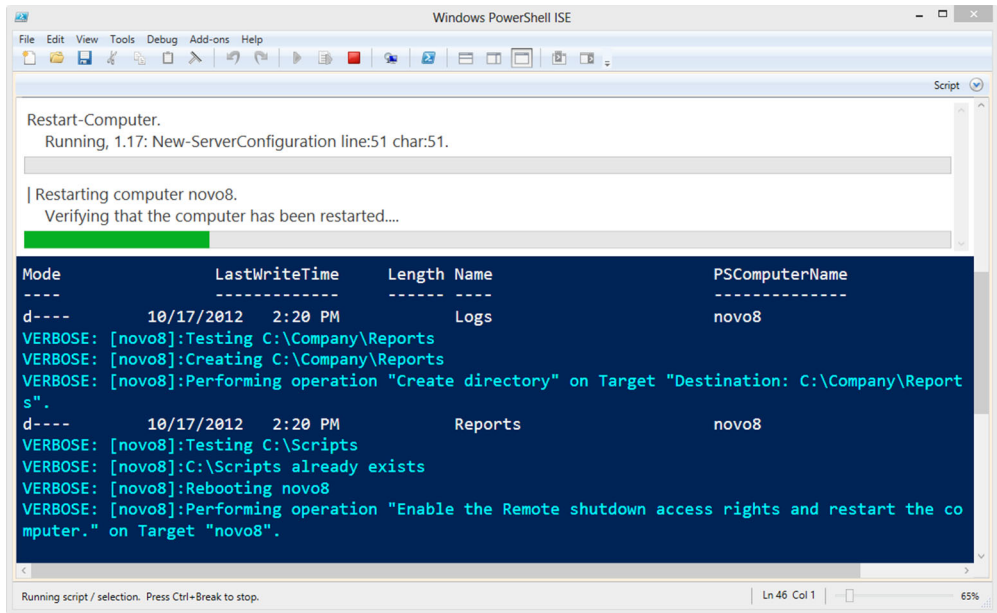


Figure 23.1 The workflow in action

The `PSWorkflowUtility` module is interesting because it consists of a single workflow: `Invoke-AsWorkflow`. Let's examine the syntax of `Invoke-AsWorkflow`:

```
PS> Get-Command Invoke-AsWorkflow -Syntax
Invoke-AsWorkflow [-CommandName <string>] [-Parameter <hashtable>]
[<WorkflowCommonParameters>] [<CommonParameters>]
Invoke-AsWorkflow [-Expression <string>] [<WorkflowCommonParameters>]
<CommonParameters>]
```

Supplying a command name, with or without parameters, causes the command to be run as an `InlineScript` within the workflow. If an expression is supplied, then `Invoke-Expression` is run.

What sort of commands can you pass to `Invoke-AsWorkflow`?

According to the help file, “The `Invoke-AsWorkflow` workflow runs any command or expression as a workflow. These workflows use the standard workflow semantics, have all workflow common parameters, and have all benefits of workflows, including the ability to stop, resume, and recover.” This includes cmdlets, cmdlets with parameters, expressions, advanced functions (if you import them as a module), and even scripts.

Using a cmdlet is straightforward:

```
PS C:\> Invoke-AsWorkflow -CommandName Get-Process
```

If you need to pass parameters to the command, use a hash table of parameter names and values. Here are some examples:

```
PS C:\> Invoke-AsWorkflow -CommandName Get-Process -Parameter
➤ @{Name="PowerShell"}
PS C:\> Invoke-AsWorkflow -CommandName Get-Eventlog -Parameter
➤ @{Logname='System';Newest=10;EntryType='Error'}
```

The option to use an expression enables command-line tools to be run:

```
PS C:\> Invoke-AsWorkflow -Expression "ipconfig /all" -AsJob
```

Though the help file doesn't explicitly mention them, `Invoke-AsWorkflow` supports the workflow parameters, including `-AsJob`, that you've already seen.

If you create a simple advanced function

```
function testfunction28 {
    [CmdletBinding()]
    param (
        [string]$name
    )
    Get-Process -Name $name
}
```

the function should be saved as a PSM1 file. In our example, we called the module `Test` and saved it in the usual module location. The module can be imported and run as follows:

```
Import-Module Test
Get-Command -Module test
Invoke-AsWorkflow -CommandName testfunction28 `
-Parameter @{Name="powershell"} -pscomputername $computers
```

The rules we discussed earlier regarding the use of and restrictions on the `Inline-Script` elements still apply. If you need to run a script, you must supply the full path to the script file even if it's in the current folder:

```
Invoke-AsWorkflow -CommandName C:\scripts\Miscellaneous\get-names.ps1
```

A command like this will fail:

```
Invoke-AsWorkflow -CommandName .\get-names.ps1
```

Using `Invoke-AsWorkflow` is great for a "quick and dirty" workflow solution where you want to leverage an existing script or carefully constructed one-liner.

23.11 PSWorkflowSession

Moving on to the `PSWorkflow` module, we find two cmdlets:

- `New-PSWorkflowSession`
- `New-PSWorkflowExecutionOption`

These can be used together in a similar manner to the remoting or CIM cmdlets used to configure sessions. The options are similar but not necessarily identical, across all remoting options. We suggest reviewing the help files for information on the options you can use.

Using workflow sessions is similar to remoting sessions, but you must remember that the commands are running on the remote machine. That means that you have to import the workflow module into your remote session. Here's an example of using a workflow session:

```
$w1 = New-PSWorkflowSession -ComputerName "dc02", "server02", "w12standard"
```

A `PSWorkflowSession` object is created spanning a number of computers. This session isn't much different than other remoting sessions except it's designed specifically to execute workflows. You can enter the session interactively, but most likely you'll use `Invoke-Command`.

First, you need a scriptblock to run with your workflow:

```
$sb = {
workflow Get-OS {
  Get-WmiObject -Class Win32_OperatingSystem |
  Select-Object -Property Caption
}
Get-OS
}
```

A scriptblock containing the command to import the `PSWorkFlow` module and the workflow you want to run is also created. You'll most likely have modules with your workflows that can be imported into the session. All that remains is to invoke the scriptblock in the workflow session:

```
Invoke-Command -Session $w1 -ScriptBlock $sb
```

TIP Be sure you include the command to run the scriptblock!

`Invoke-Command` is used to run the workflow scriptblock against the computers defined in the session. When you execute the workflow, you can use any of the workflow parameters you need, such as `-asjob`. Remember, though, that everything is running within the session. But you can disconnect and reconnect like any other PowerShell Remoting session.

An alternative is to create the endpoint locally:

```
$wf = New-PSWorkflowSession
```

Then continue as before, perhaps importing a module with your workflows:

```
Invoke-Command -Session $wf -ScriptBlock {Import-module MyWorkflows}
```

Finally, execute the workflow within the session connecting to remote systems as necessary:

```
Invoke-Command -Session $wf -ScriptBlock {Set-Config -pscomputername
➤ $using:servers -pscredential $using:cred }
```

This command assumes you've previously defined an array of computer names and a saved administrative credential. Whether you run the workflows via a local or remote endpoint might depend on what the workflow does, whether you're running as a job,

how many machines you need to manage, and whether you might need to disconnect and reconnect, among other considerations.

We've said repeatedly that PowerShell workflow isn't simply another way to script. It requires a new paradigm for many IT pros. In many cases it may be easier to use the Remoting capabilities of the individual cmdlets rather than creating a workflow.

23.12 Troubleshooting a workflow

Because workflows tend to run unattended, troubleshooting or debugging can be problematic. Here's a short list of suggestions:

- We hope it goes without saying, but try to avoid problems in the first place by manually testing and verifying the individual steps in an interactive session.
- Test parts of your workflow using `Invoke-AsWorkflow`. Yes, the code will run in essentially an `InlineScript` block, but you can use all the other workflow parameters and it'll also verify that you can access the workflow endpoint on remote computers.
- Include `Write-Verbose` statements to indicate workflow progress and state.
- Verify that the remote computers are running PowerShell v3 with `Test-Connection`.
- If using syntax elements like `InlineScript` or `Sequence`, make sure each script-block can execute independently. Watch your scope!

As a last resort, you can turn to tracing in the `PSDiagnostics` module. When you run a workflow, because it uses `WS-MAN` you can trace its calls. First, turn on tracing:

```
PS C:\> Enable-PSWSManCombinedTrace
```

Next, run your workflow to either completion or error:

```
PS C:\> get-data -pscomputername novo8
```

At this point disable tracing:

```
PS C:\> Disable-PSWSManCombinedTrace
```

All of the trace information is stored in a Windows event log file, `pstrace.etl`, which can be found under `$pshome\Traces\`. Use `Get-WinEvent` to retrieve the data:

```
PS C:\> Get-WinEvent -Path $pshome\traces\PSTrace.etl -oldest | format-  
➤ table TimeCreated,LevelDisplayname,Message -wrap -auto | more
```

Because there will be a lot of data, you might prefer to direct results to `Out-GridView`:

```
PS C:\> Get-WinEvent -Path $pshome\traces\PSTrace.etl -oldest | Select  
➤ TimeCreated,LevelDisplayname,Message | out-gridview
```

You can see the result in figure 23.2.

We're not implying it'll be easy to figure out what the trace information is trying to tell you, but it's a start.

As PowerShell workflow matures in future versions of PowerShell, we hope to see more debugging and troubleshooting tools.

TimeCreated	LevelDisplayName	Message
11/18/2012 11:14:58 AM	Verbose	Class Name = PSWorkflowJob Method Name = CommonInit Workflow GUID = 00000000-0000-0000-0000-000000000000 Message = Construction/initialization Job Name = Job55 Job Id = 55 Job Instance Id = 5e6e5a7c-f60b-4215-9acb-e4818173b1a4 Job Location = Job State = NotStarted ...
11/18/2012 11:14:58 AM	Verbose	Class Name = PSWorkflowJob Method Name = LoadWorkflow Workflow GUID = 00000000-0000-0000-0000-000000000000 Message = BEGIN Job Name = Job55 Job Id = 55 Job Instance Id = 5e6e5a7c-f60b-4215-9acb-e4818173b1a4 Job Location = Job State = NotStarted ...
11/18/2012 11:14:58 AM	Verbose	Class Name = PSWorkflowJob Method Name = SortStartParameters Workflow GUID = 00000000-0000-0000-0000-000000000000 Message = Found parameter; PSEnvironmentInfo; Job Name = Job55 Job Id = 55 Job Instance Id = 5e6e5a7c-f60b-4215-9acb-e4818173b1a4 Job Location = Job State = NotStarted ...

Figure 23.2 Trace information in Out-GridView

23.13 Summary

Workflows are one of the major new features in PowerShell v3. In this chapter we provided an overview of workflows and how they differ from PowerShell scripts. Workflows have a lot of configuration parameters available, and this chapter explored the most important. One big advantage of workflows is their ability to be stopped and restarted—which also includes surviving reboots. Workflows are made more powerful by being integrated with the PowerShell job engine. We provided an example workflow and a look at using the workflow-related cmdlets.

This chapter has only scratched the surface. The capabilities are so new they haven't been fully explored by the PowerShell community. Expect the use of workflows to be a major area of productivity gain over the life of PowerShell v3.

24

Advanced syntax for scripts and functions

This chapter covers

- Using advanced parameters
- Aliasing parameters
- Validating parameter input
- Using parameter sets
- Using common parameters

This is the chapter we've been waiting to get to. In it, we're going to take almost everything from the prior chapters—writing scripts and functions, creating objects as output, using scope, and more—to the next level. In our minds, the advanced syntax we'll cover in this chapter is something every script or function should eventually use. You'll get an amazing amount of additional functionality and capability almost entirely *for free*, simply by giving PowerShell a few extra keywords here and there.

The type of script and function you're going to build in this chapter is called an *advanced script* or *advanced function*, although many folks like to refer to them as *script cmdlets*, which was their first name during the PowerShell v2 beta process. As the name implies, you'll be able to build something that looks, smells, feels, and tastes almost exactly like a real, native PowerShell cmdlet—and you won't need a copy of Visual Studio to do it!

24.1 Starting point

To begin with, everything we'll show you in this chapter will work fine in either a script or a function. But it's most common to see these techniques used in a function, because you can stack multiple functions into a single script file to create a library of reusable tools. With that in mind, we'll demonstrate these advanced techniques in functions. Just keep in mind that, if you wanted, you could do all of the same syntax tricks in a plain script.

TIP After a while the collection of scripts that you build up becomes unmanageable. Creating functions and loading them as modules makes your code management a bit easier. You can also add and remove functionality from your PowerShell session as you need it. In PowerShell v3, modules are auto-loaded when you start a PowerShell session—which is another great reason to go that route.

Our first listing shows your starting point: a plain function that runs a couple of commands and outputs a single, consolidated object. You'll be building on this as we go.

Listing 24.1 Your starting point for advanced function syntax

```
function Get-SystemInfo {
    $os = Get-WmiObject -class Win32_OperatingSystem -comp localhost
    $cs = Get-WmiObject -class Win32_ComputerSystem -comp localhost

    $props = @{ 'OSVersion'=$os.version;
               'Model'=$cs.model;
               'Manufacturer'=$cs.manufacturer;
               'ComputerName'=$os.__SERVER;
               'OSArchitecture'=$os.osarchitecture}
    $obj = New-Object -TypeName PSObject -Property $props
    Write-Output $obj
}
```

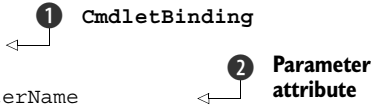
With that basic starting point in mind, let's tackle parameters first.

24.2 Advanced parameters

We've already shown you how to build a `Param()` block to define input parameters. You'll use that same technique, but you'll add just a bit more framework to it in the next listing. You can read more about this technique in the shell's `about_Functions_Advanced_Parameters` help topic, but we'll walk you through the general approach.

Listing 24.2 Adding parameters

```
function Get-SystemInfo {
    [CmdletBinding()]
    param(
        [Parameter(Mandatory=$True)] [string] $computerName
    )
    $os = Get-WmiObject -Class Win32_OperatingSystem -Comp $computerName
    $cs = Get-WmiObject -Class Win32_ComputerSystem -Comp $computerName
```



```

$props = @{'OSVersion'=$os.version;
           'Model'=$cs.model;
           'Manufacturer'=$cs.manufacturer;
           'ComputerName'=$os.__SERVER;
           'OSArchitecture'=$os.osarchitecture}
$obj = New-Object -TypeName PSObject -Property $props
Write-Output $obj
}

```

In listing 24.2, you precede the `Param()` block with a `[CmdletBinding()]` decorator ❶; (see the `about_Functions_CmdletBindingAttribute` help topic). That activates a certain feature set, such as the `-verbose` and `-debug` parameters, that you're going to rely on for the remainder of this chapter. Now, to be perfectly honest, PowerShell will detect your use of some of those features and allow them even without `[CmdletBinding()]`. Other features require it, and as a best practice you should include it in all your scripts or functions that use any of the techniques we're presenting in this chapter. One feature it enables is the `[Parameter()]` decorator ❷, and you can see that listing 24.2 includes a `Mandatory=$True` attribute within that. The `Mandatory` attribute forces PowerShell to prompt you for a value for any parameter marked as such.

The parameter list is still comma-separated, meaning that if you had a second parameter you'd need to put a comma after `$computerName`. After that comma you could put another `[Parameter()]` decorator for the second parameter. It might end up looking something like this:

```

[CmdletBinding()]
Param(
    [Parameter()] [string] $one,
    [Parameter()] [int] $two,
    [Parameter()] $three
)

```

Whenever possible, you should specify a data type for your parameters, as you've done with `$computerName`. Doing so provides another level of error checking for free; for instance, if you define the parameter as an integer and input a string, you'll get an error. This simple function takes two integers as parameters and multiplies them together:

```

function test-typecheck {
    param (
        [int] $a,
        [int] $b
    )
    $a * $b
}

```

If you supply two integers, everything works:

```

PS C:\> test-typecheck -a 4 -b 5
20

```


But if you put in the wrong sort of data, you'll get an error:

```
PS C:\> test-typecheck -a 4 -b "blue"
test-typecheck : Cannot process argument transformation on parameter 'b'.
    Cannot convert value "blue" to type "System.Int32". Error: "Input string
was not in a correct format."
At line:1 char:23
+ test-typecheck -a 4 -b <<<< "blue"
    + CategoryInfo          : InvalidData: (:)
[test-typecheck], ParameterBindin...ationException
    + FullyQualifiedErrorId :
ParameterArgumentTransformationError,test-typecheck
```

Defining a type for the parameter input data won't protect you from incorrect values of the right type or if PowerShell can implicitly convert your input to the required type, but it's a useful test for no real effort.

TIP If you don't know the type to use, put an example through `Get-Member` and the full type name will be displayed.

Your parameter names should also, whenever appropriate, be consistent with the parameter names used by native PowerShell commands—`$computerName` rather than `$host`, for example, or `$FilePath` rather than something like `$filespec`. Again, this isn't compulsory, but it makes your functions blend seamlessly into the PowerShell ecosystem.

Within the `[Parameter()]` decorator, you specify a number of attributes that tell PowerShell more about each parameter. In many cases, these attributes tell PowerShell to do extra work on your behalf, which is nice. Here's a list:

- `Mandatory=$True`—This attribute indicates that the parameter isn't optional and must be specified. If someone runs your function and doesn't supply this parameter, PowerShell will prompt for it—with no extra coding on your part needed to make that happen! If you make a parameter mandatory, any default values you code will be ignored.
- `ValueFromPipeline=$True`—This attribute enables this parameter to accept pipeline input of the same type (in other words, `ByValue`). You must specify a data type, such as `[string]`, so that PowerShell knows what input types to attach. You can only have one parameter accept pipeline input for a given type. So, if you specify `ValueFromPipeline` for one `[string]` parameter, you can't do so for a second `[string]` parameter. You could have a parameter of another type, such as `[int]`, that could accept input by type.
- `ValueFromPipelineByPropertyName=$True`—This attribute enables `ByPropertyName` pipeline input for this parameter. So, if the parameter is named `$computerName`, it'll grab the values from the `ComputerName` property of whatever objects are piped in. If piped-in objects don't have a `ComputerName` property (in this example), the parameter would be left empty.
- `Position=x`—This attribute tells PowerShell that this parameter can accept values positionally. In other words, rather than providing the parameter name, a

user has to provide the necessary values in the indicated order. You should specify only one parameter per position. For example, only one parameter will be at position 0, one will be at position 1, and so on. Parameters that don't have a position number specified can be used only if the user provides the parameter name.

There are other attributes you can specify, such as `HelpMessage`, which are described in PowerShell's help file, but you'll use the preceding ones most often. Next, you're going to modify your parameter to accept input from the pipeline both `ByValue` and `ByPropertyName`. Listing 24.3 shows the modification; also notice that we've hit Enter a few times to break up the lines and make them more readable. This is perfectly legal, and it's how many people routinely format this kind of parameter. Also notice that we're changing the data type from `[string]` to `[string[]]`, indicating that it can accept multiple values when used as a parameter rather than on the pipeline.

Listing 24.3 Adding information to the parameter

```
function Get-SystemInfo {
    [CmdletBinding()]
    param(
        [Parameter(Mandatory=$True,
                  ValueFromPipeline=$True,
                  ValueFromPipelineByPropertyName=$True)]
        [string[]]$computerName
    )
    $os = Get-WmiObject -Class Win32_OperatingSystem -comp $computerName
    $cs = Get-WmiObject -Class Win32_ComputerSystem -comp $computerName

    $props = @{'OSVersion'=$os.version;
              'Model'=$cs.model;
              'Manufacturer'=$cs.manufacturer;
              'ComputerName'=$os.__SERVER;
              'OSArchitecture'=$os.osarchitecture}
    $obj = New-Object -TypeName PSObject -Property $props
    Write-Output $obj
}
```

At this point, your function is technically broken. You've rigged it to accept pipeline input, but you haven't modified it to handle that input properly. You have two situations to deal with: one where input comes in via the parameter and another where input comes in via the pipeline. For example, the function could be run in any of several ways. Here's one:

```
Get-Content names.txt | Get-SystemInfo
```

With the preceding example, you're reading in strings (one computer name per line is assumed in `names.txt`) and piping them to `Get-SystemInfo`:

```
Get-ADComputer -filter * |
Select-Object @{n='ComputerName';e={$_.Name}} |
Get-SystemInfo
```

In this code, objects are being given a `ComputerName` property with values from the original `Name` property and are then being piped into the `Get-SystemInfo` function. Both of the preceding examples are using pipeline input; the next two use parameter input:

```
Get-SystemInfo -computerName SERVER2
```

Obviously, the preceding just passes in a single computer name.

```
Get-SystemInfo -computerName (Get-Content names.txt)
```

The preceding code passes in one or more names. PowerShell executes the function somewhat differently in each situation. The next listing shows the modifications you need to make and walks you through the execution sequence for either of the pipeline input examples.

Listing 24.4 `AdvancedFunction.ps1`—Pipeline input sequence

```
function Get-SystemInfo {
    [CmdletBinding()]
    param(
        [Parameter(Mandatory=$True,
                  ValueFromPipeline=$True,
                  ValueFromPipelineByPropertyName=$True)]
        [string[]]$computerName
    )
    BEGIN {}
    PROCESS {
        foreach ($computer in $computerName) {
            $os = Get-WmiObject -Class Win32_OperatingSystem -comp $computer
            $cs = Get-WmiObject -Class Win32_ComputerSystem -comp $computer

            $props = @{
                'OSVersion'=$os.version;
                'Model'=$cs.model;
                'Manufacturer'=$cs.manufacturer;
                'ComputerName'=$os.__SERVER;
                'OSArchitecture'=$os.osarchitecture}
            $obj = New-Object -TypeName PSObject -Property $props
            Write-Output $obj
        }
    }
    END {}
}
```

When the function is called with pipeline input, PowerShell first looks for and executes a `BEGIN` block. Yours is empty, so it moves on to the `PROCESS` block ❶. This is executed one time for each object that was piped in, and a single piped-in object at a time is placed in the `$computerName` parameter. You're using a `ForEach` block ❷ to enumerate the contents of `$computerName`, which is technically redundant because it'll only ever contain one object. But `ForEach` is capable of enumerating one thing, so your computer name goes into the `$computer` variable ❸, which is what you use for the remainder of the script.

The procedure is somewhat different when the `-computerName` parameter is used instead of pipeline input. In that case, the entire value or set of values given to `-computerName` is placed into the `$computerName` variable. `BEGIN`, `PROCESS`, and `END` are still executed, but only one time apiece. That means your `ForEach` loop isn't redundant—you need it to enumerate whatever was passed to `$computerName`. By using both a `PROCESS` block and the `ForEach` loop, you've enabled both parameter input and pipeline input for your function:

```
PS C:\> get-systeminfo "serenity","quark"
```

```
ComputerName      : SERENITY
Manufacturer      : TOSHIBA
OSVersion         : 6.1.7601
OSArchitecture    : 64-bit
Model             : Qosmio X505

ComputerName      : QUARK
Manufacturer      : LENOVO
OSVersion         : 6.1.7601
OSArchitecture    : 32-bit
Model             : S10-3
"serenity","quark" | get-systeminfo

ComputerName      : SERENITY
Manufacturer      : TOSHIBA
OSVersion         : 6.1.7601
OSArchitecture    : 64-bit
Model             : Qosmio X505

ComputerName      : QUARK
Manufacturer      : LENOVO
OSVersion         : 6.1.7601
OSArchitecture    : 32-bit
Model             : S10-3
```

See? It works both ways.

24.3 Variations on parameter inputs

You can run into quite a lot of variations, and different ways of handling them, when you combine parameter and pipeline input.

First, specifying a parameter manually always overrides pipeline input to it. In the following example, assume that `names.txt` contains 10 names:

```
Get-Content names.txt | Get-SystemInfo -computername localhost
```

Your function will run only once, against `localhost`. PowerShell won't *combine* the pipeline and parameter input; it'll simply disregard the pipeline input in favor of the parameter input.

In instances where you have pipeline- and non-pipeline-enabled parameters, you can have both pipeline and parameter input. For example, here's an incomplete function to illustrate:

```
Function Do-Something {
    [CmdletBinding()]
    Param(
        [Parameter(ValueFromPipeline=$True)] [string[]] $one,
        [Parameter(Mandatory=$True)] [string] $two
    )
    PROCESS {
        ForEach ($thing in $one) {
            Write-Host $thing
        }
    }
}
```

There's no useful code within this function; we're just showing how it'd work. Assuming you ran it like this

```
Do-Something -one a,b,c -two something
```

the PROCESS block would execute only once. The ForEach loop would execute three times, because \$one contains three objects, so \$thing would contain a on the first iteration, then b, then c. \$two would contain something throughout the entire function. Now assume you ran the same function like this:

```
'a','b','c' | Do-Something -two wow
```

The piped-in strings would be bound to \$one because it accepts pipeline input ByValue for the type String. The PROCESS block would execute three times because three objects were piped in. The first time PROCESS executes, \$one will contain a, and after that it'd contain b and then c. Each of those times, the ForEach block would execute once, basically transferring the current contents of \$one into the variable \$thing. The \$two parameter would contain wow for the entire time.

It's also important to note that when a parameter receives input from the pipeline, that variable won't exist within the function's BEGIN block. That's because PowerShell doesn't internally create and populate the parameter variable until it reaches the PROCESS block, at which point the variable will contain only a single piped-in object at a time.

24.4 *Parameter aliases*

Sometimes, the consistent name you choose for a parameter might not be the one you prefer to use most often. Some folks might prefer -host instead of -computername, for example. PowerShell enables you to create an alias for parameters, as shown in this listing.

Listing 24.5 *Specifying parameter aliases*

```
function Get-SystemInfo {
    [CmdletBinding()]
    param(
        [Parameter(Mandatory=$True,
            ValueFromPipeline=$True,
            ValueFromPipelineByPropertyName=$True)]
```

```

    [Alias('hostname')]
    [string[]]$computerName
)
BEGIN {}
PROCESS {
    foreach ($computer in $computername) {
        $os = Get-WmiObject -Class Win32_OperatingSystem -comp $computer
        $cs = Get-WmiObject -Class Win32_ComputerSystem -comp $computer

        $props = @{'OSVersion'=$os.version;
                   'Model'=$cs.model;
                   'Manufacturer'=$cs.manufacturer;
                   'ComputerName'=$os.__SERVER;
                   'OSArchitecture'=$os.osarchitecture}
        $obj = New-Object -TypeName PSObject -Property $props
        Write-Output $obj
    }
}
END {}
}

```

← Parameter alias

Listing 24.5 used `-hostname`, because PowerShell's normal rules of parameter name truncation will allow `-host` to work as well. Note that aliases can't be used for pipeline `ByPropertyName`; you couldn't pipe in an object that had a `hostname` property and expect this parameter to grab that property's values. `ByPropertyName` works only with the parameter's actual name, which in this example is still `$computerName`.

TIP Notice that the alias is defined in a separate decorator. A common mistake is to try to define the alias in the parameter decorator.

Defining an alias doesn't create a different variable name, either; you'll never have `$hostname` within the script. Instead, it directs any input to `-hostname` into the defined `$computerName` parameter variable:

```

PS C:\> get-systeminfo -hostname localhost | Select osversion
OSVersion
-----
6.1.7601

PS C:\> get-systeminfo -host localhost | Select osversion
OSVersion
-----
6.1.7601

```

24.5 Parameter validation

PowerShell can do a certain amount of data checking for you, automatically rejecting improper parameter input before any of your code even runs. This data checking is defined through an additional set of parameter decorators. The following listing shows an example, which defines the `$computerName` parameter to accept only between 1 and 5 values, with each value being 5 to 20 characters in length.

Listing 24.6 Adding parameter validation

```
function Get-SystemInfo {
    [CmdletBinding()]
    param(
        [Parameter(Mandatory=$True,
                  ValueFromPipeline=$True,
                  ValueFromPipelineByPropertyName=$True)]
        [Alias('hostname')]
        [ValidateCount(1,5)]
        [ValidateLength(5,20)]
        [string[]]$computerName
    )
    BEGIN {}
    PROCESS {
        foreach ($computer in $computername) {
            $os = Get-WmiObject -Class Win32_OperatingSystem -comp $computer
            $cs = Get-WmiObject -Class Win32_ComputerSystem -comp $computer

            $props = @{ 'OSVersion'=$os.version;
                       'Model'=$cs.model;
                       'Manufacturer'=$cs.manufacturer;
                       'ComputerName'=$os.__SERVER;
                       'OSArchitecture'=$os.osarchitecture}
            $obj = New-Object -TypeName PSObject -Property $props
            Write-Output $obj
        }
    }
    END {}
}
```

**Validation
decorators**

Note that you can tack on as many of these validation elements as you like, but each one goes in as a separate decorator, as shown. They're usually typed on separate lines immediately preceding the variable, although it's also legal just to string the whole thing together on a single line (which is harder to read). There are several other validations you can specify. For example, you might want to run a small validation script:

```
function Get-SystemInfo {
    [CmdletBinding()]
    param(
        [Parameter(Mandatory=$True,
                  ValueFromPipeline=$True,
                  ValueFromPipelineByPropertyName=$True)]
        [Alias('hostname')]
        [ValidateScript({Test-Connection -Computername $_ -Count 1 -Quiet})]
        [string[]]$computerName
    )
}
```

In the `ValidateScript` decorator, you can define a scriptblock. The code should return `True` or `False`. Use `$_` to indicate the parameter value. In this example, you have a short scriptblock that's calling the `Test-Connection` cmdlet using the `-Quiet` parameter. If this fails, the scriptblock will return `False`, validation will fail, and PowerShell will throw an exception.

Another common validation is to test for a predefined value. Let's say you were writing a function to query an event log but you wanted to make sure the person running the command entered the right log name. You could do something like this:

```
function get-log {
Param (
    [ValidateSet("Security","System","Application")]
    [string]$Logname
)
Get-EventLog -LogName $Logname
}
```

If anything other than a value in the set is specified, PowerShell will complain. It'll also tell the user the members of the set:

```
PS> get-log -Logname Ssystem
get-log : Cannot validate argument on parameter 'Logname'. The argument
"ssystem" does not belong to the set "Security,System,Application"
specified by the ValidateSet attribute. Supply an argument that is in the
set and then try the command again.
```

The last validation test is a pattern test using a regular expression pattern:

```
Param (
    [ValidatePattern("\w+\\w+")]
    [string]$Username
)
```

In this example you want to validate that any value for `-Username` be in the format `domain\username`. This doesn't test whether the credential is valid, only that it looks right.

There are a few other validation decorators you can use. You've seen how to validate against a set of values—it's also possible to validate against a range of values. As an example, consider the `Win32_LogicalDisk` class. It has a `DriveType` property that can take values from 0 (Unknown) to 6 (RAM disk). You'll probably be most interested in the range 1–5, which covers local and network disks together with CDs.

```
function get-disk {
param (
    [Parameter(Mandatory=$True)]
    [ValidateRange(1,5)]
    [uint32]$drivetype,

    [string]$computername="$env:COMPUTERNAME"
)
Get-WmiObject -Class Win32_LogicalDisk `
-Footer "DriveType = $drivetype" `
-ComputerName $computername |
select DeviceID,
@{N="PercentFree"; E={ [math]::Round(((($_.FreeSpace / $_.Size) * 100), 2)}}
}
```


The function can be used like this:

```
get-disk -drivetype 3 | Format-Table -AutoSize
DeviceID PercentFree
-----
C:          69.69
```

If you supply a value for `$drivetype` that's outside of the range 1–5, an error will be thrown and you'll be told you're below the minimum or above the maximum value. The default value you've put on the `$computername` variable supplies the name of the local machine. A few cmdlets won't accept "." or `localhost` as values for computer names. Using the environment variable steps around that problem.

Calculations involving disk or file sizes often result in a lot of decimal places being shown. You don't need that level of precision, so rounding to two decimal places is usually enough. One way to achieve that is to use the `System.Math` class's `Round` method as shown.

Variables can be set to null or, in the case of strings, to being empty. These situations can cause an error because, for example, you can't have a computer with a name of `$null`! Two validation decorators exist to catch this problem:

- `[ValidateNotNull()]`
- `[ValidateNotNullOrEmpty()]`

We tend to use `[ValidateNotNullOrEmpty()]` because it covers both situations. Use `[ValidateNotNull()]` if you just want to test for a null value:

```
function get-disk {
[CmdletBinding()]
param (
    [Parameter(Mandatory=$True)]
    [ValidateRange(1,5)]
    [uint32]$drivetype,

    [ValidateNotNullOrEmpty()]
    [string]$computername
)

Get-WmiObject -Class Win32_LogicalDisk `
-Filter "DriveType = $drivetype" `
-ComputerName $computername |
select DeviceID,
@{N="PercentFree"; E={ [math]::Round((($_.FreeSpace / $_.Size) * 100), 2)}}
}
```

The function can be tested like this:

```
$comp = $null
get-disk -drivetype 3 -computername $comp -Debug | Format-Table -AutoSize

$comp = ""
get-disk -drivetype 3 -computername $comp -Debug | Format-Table -AutoSize
```

You've seen that parameters marked as mandatory will prompt for a value if you don't supply one. There's a way to override that behavior using parameter decorators. You have three options:

- [AllowNull()]
- [AllowEmptyString()]
- [AllowEmptyCollection()]

The following function demonstrates how these parameter decorators can be used:

```
function get-disk {
    [CmdletBinding()]
    param (
        [Parameter(Mandatory=$True)]
        [ValidateRange(1,5)]
        [uint32]$drivetype,

        [Parameter(Mandatory=$True)]
        [AllowNull()]
        [AllowEmptyString()]
        [string]$computername
    )
    if ($computername -eq $null -or $computername -eq ""){
        $computername="$env:COMPUTERNAME"
    }
    Write-Debug $computername
    Get-WmiObject -Class Win32_LogicalDisk -Filter "DriveType = $drivetype"
    -ComputerName $computername |
    select DeviceID,
    @{N="PercentFree"; E={ [math]::Round((($_.FreeSpace / $_.Size) * 100), 2)}}
}

```

In this example you've kept the validation on drive type and made the \$computername parameter mandatory. The two decorators allow a null value or an empty string to be passed into the function as the computer name. This can sometimes occur if you're using those values to initialize a string. You can test the code like this:

```
$comp = $null
get-disk -drivetype 3 -computername $comp -Debug | Format-Table -AutoSize

$comp = ""
get-disk -drivetype 3 -computername $comp -Debug | Format-Table -AutoSize

```

You did force the local computer name to be selected if the \$computername variable is null or an empty string. Either of these cases would cause Get-WmiObject to fail.

Note that PowerShell runs all of the validations you specify; if any one of them fails, your function will quit with a descriptive error message:

```
PS C:\> get-systeminfo sys
Get-SystemInfo : Cannot validate argument on parameter 'computerName'. The
number of characters (3) in the argument is too small. Specify an
argument whose length is greater than or equal to "5" and then try the
command again.
At line:1 char:15

```

```
+ get-systeminfo <<<< sys
+ CategoryInfo          : InvalidData: (:)
[Get-SystemInfo], ParameterBindingValidationException
+ FullyQualifiedErrorId : ParameterArgumentValidationError,Get-SystemInfo
```

Even with all of these validation options, you might still need to add more tests or error handling to accommodate potentially bad values.

24.6 Parameter sets

Many PowerShell commands support multiple parameter sets. Look at the help for `Get-WmiObject`, for example, and you'll see a good example of multiple parameter sets. The important thing to remember is that once you start creating parameter sets, each `parameterset` must have a parameter that's a member of no other `parameterset`; otherwise PowerShell can't unambiguously resolve the `parameterset` to use. A parameter that isn't explicitly in any `parametersets` is counted as being in all of them. When users run your function, they can only use the parameters from a given set (or any *belongs to all sets* parameters) at a time. For example, here's the parameter declaration portion of a function:

```
Function Get-Stuff {
    [CmdletBinding()]
    Param(
        [Parameter(ParameterSetName='Fred')] [string] $one,
        [Parameter(ParameterSetName='Fred')] [string] $two,

        [Parameter(ParameterSetName='Wilma')] [string] $buckle,
        [Parameter(ParameterSetName='Wilma')] [string] $my,
        [Parameter(ParameterSetName='Wilma')] [string] $shoe,

        [Parameter(ParameterSetName='Dino')] [string] $bag,
        [Parameter(ParameterSetName='Dino')] [string] $sack,

        [Parameter()] [string] $peach,
        [Parameter()] [string] $apple
    )
}
```

The actual parameter set names are completely made up and for the most part are invisible to users of the function. They exist only as grouping identifiers. Any of the following would be legal ways to run this function:

- `Get-Stuff -one 'see' -two 'here' -peach 'certainly'`
- `Get-Stuff -buckle 'brass' -shoe 'leather' -apple 'mcintosh'`
- `Get-Stuff -bag 'leather' -sack 'paper'`

These are legal because no single command uses parameters that are from multiple sets, except one of the two *doesn't belong to any set* parameters, which can be used anywhere. The following would all be illegal:

- `Get-Stuff -my 'belong' -bag 'leather'`
- `Get-Stuff -one 'here' -two 'there' -buckle 'copper'`
- `Get-Stuff -apple 'yes' -peach 'yes'`

Those are illegal because they combine parameters from different named parameter sets. The third one may seem odd to be illegal, but because the two parameters are members of all three parametersets, PowerShell doesn't know which one you want to use. In addition, you can't define a parameter more than once. For example, you couldn't create a second parameter named `$one` and assign it to the Wilma parameter set; you've already defined `$one` and can't create a second instance of it. Doing so will result in an error. But you can make a parameter a member of multiple parametersets:

```
[Parameter(ParameterSetName='Fred')]
[Parameter(ParameterSetName='Wilma')]
[string]$house
```

And the function would be called as

```
Get-Stuff -one 'see' -house 'his'
Get-Stuff -my 'see' -house 'hers'
```

There may be situations where you want to specify a default parameter set name. To accomplish this, make a small adjustment to the `cmdletbinding` attribute:

```
[CmdletBinding(DefaultParameterSetName="Wilma")]
```

If you've provided some default parameter values for the Fred set, this simplifies things for the admin running the script. You can see your parameter sets by using `Get-Help`:

```
PS C:\> help get-stuff
Get-Stuff [-buckle <String>] [-my <String>] [-shoe <String>]
[-peach <String>] [-apple <String>] [-Verbose] [-Debug]
[-ErrorAction <ActionPreference>] [-WarningAction <ActionPreference>]
[-ErrorVariable <String>] [-WarningVariable <String>]
[-OutVariable <String>] [-OutBuffer <Int32>]

Get-Stuff [-one <String>] [-two <String>] [-peach <String>]
[-apple <String>] [-Verbose] [-Debug] [-ErrorAction <ActionPreference>]
[-WarningAction <ActionPreference>] [-ErrorVariable <String>]
[-WarningVariable <String>] [-OutVariable <String>] [-OutBuffer <Int32>]

Get-Stuff [-bag <String>] [-sack <String>] [-peach <String>]
[-apple <String>] [-Verbose] [-Debug] [-ErrorAction <ActionPreference>]
[-WarningAction <ActionPreference>] [-ErrorVariable <String>]
[-WarningVariable <String>] [-OutVariable <String>] [-OutBuffer <Int32>]
```

The output is limited because you haven't added any comment-based help, but you can see there are three ways to run `Get-Stuff`. Also notice that the first syntax example corresponds with the default parameter set.

24.7 WhatIf and Confirm parameters

PowerShell supplies a huge amount of power to the administrator, and with great power comes the opportunity to make great mistakes. Look at this snippet:

```
Get-Service s* | Stop-Service
```

Would you run that on your server? Do you know what it could do? We guess that the answer to both questions is no, but it's easy to discover the answer to the second question. You can use

```
Get-Service s* | Stop-Service -WhatIf
```

The result will be a lot of messages of the form

```
What if: Performing operation "Stop-Service" on Target "Security Accounts
Manager (SamSs)".
```

All well-written cmdlets that have the potential to modify your system should have a `-WhatIf` parameter. They should also have a `-Confirm` parameter so you can prompt for confirmation before performing the action:

```
Get-Service s* | Stop-Service -Confirm

Confirm
Are you sure you want to perform this action?
Performing operation "Stop-Service" on Target "Security Accounts Manager
(SamSs)".
[Y] Yes [A] Yes to All [N] No [L] No to All [S] Suspend [?] Help
(default is "Y"): L
```


Would you like to be able to add that functionality to your functions? Well, that's just what we're going to show you in this section.


The key to adding `-WhatIf` and `-Confirm` parameters to your functions is the `[CmdletBinding()]` decorator. All you have to do is add `SupportsShouldProcess=$True` and `ConfirmImpact="Medium"` in the parentheses and do a bit of clever stuff in the body of the function, as demonstrated in listing 24.7. We'll use WMI as an example and show you how to add the `-Confirm` and `-Whatif` parameters to the `Win32_Process` class—remember that methods on WMI classes just perform their actions; you normally don't get the opportunity to test what they'll do or prompt for confirmation to proceed. `Invoke-WmiMethod` does have `-Confirm` and `-Whatif` parameters, but it involves more work on your part if you try to use them in the function.

Listing 24.7 Adding `WhatIf` and `Confirm` parameters

```
function stop-wmiprocess{
  [CmdletBinding(SupportsShouldProcess=$True,
    ConfirmImpact="Medium" )]
  param (
    [parameter(Mandatory=$True)]
    [string] $name
  )

  if ($?Cmdlet.ShouldProcess("$name", "Stop Process")) {
    Get-WmiObject -Class Win32_Process -Filter "Name = '$name'" |
    Invoke-WmiMethod -Name Terminate
  }
}
```

 **1 Add functionality**

 **2 Testing WhatIf**

The `[CmdletBinding()]` decorator has `SupportsShouldProcess=$True` and `ConfirmImpact="Medium"` added ❶. The first one adds the parameters, and the second works the `$ConfirmPreference` setting to determine if confirmation is automatically triggered. If the `ConfirmImpact` setting is the same or higher than the setting in the `$ConfirmPreference` variable, then confirmation is automatically requested.

`$psCmdlet` represents the cmdlet or advanced function that's being run. You use its `ShouldProcess()` ❷ method to control the parameter's action. If either `-Whatif` or `-Confirm` is used, the method kicks in and uses the message `Stop Process` to tell you what it's doing to the object `$name`, as can be seen in these examples:

```
PS C:\> stop-wmiprocess -name notepad.exe -WhatIf
What if: Performing operation "Stop Process" on Target "notepad.exe".

PS C:\> stop-wmiprocess -name notepad.exe -Confirm

Confirm
Are you sure you want to perform this action?
Performing operation "Stop Process" on Target "notepad.exe".
[Y] Yes [A] Yes to All [N] No [L] No to All [S] Suspend [?] Help
(default is "Y"): n
```

If the parameters aren't used, the WMI cmdlets are called and `notepad.exe` is terminated. This is a huge amount of functionality for little effort, and the advanced function toolbox isn't empty yet.

24.8 Verbose output

This final trick is one we like to use a lot. You can technically use it in any script or function, but it works especially smoothly in combination with the `[CmdletBinding()]` directive.

Here's the situation: Administrators often write long, complex scripts, and they get a bit nervous about whether or not they're working properly. Nobody likes to run a command and have it just sit there. So, to give themselves some assurances that things are going well—and to make any eventual troubleshooting a bit easier—they'll add what we call *progress* information. The next listing shows what this often looks like.

Listing 24.8 Adding progress information to a function

```
function Get-SystemInfo {
    [CmdletBinding()]
    param(
        [Parameter(Mandatory=$True,
                  ValueFromPipeline=$True,
                  ValueFromPipelineByPropertyName=$True)]
        [string[]]$computerName
    )
    BEGIN {}
    PROCESS {
        foreach ($computer in $computerName) {
            Write-Host "Connecting to $computer"
            $os = Get-WmiObject -Class Win32_OperatingSystem -comp $computer
            $cs = Get-WmiObject -Class Win32_ComputerSystem -comp $computer
```

Progress
output

```

Write-Host "Connection done, building object"
$props = @{ 'OSVersion'=$os.version;
            'Model'=$cs.model;
            'Manufacturer'=$cs.manufacturer;
            'ComputerName'=$os.__SERVER;
            'OSArchitecture'=$os.osarchitecture}
$objj = New-Object -TypeName PSObject -Property $props
Write-Host "Object done, OS ver is $($os.version)"
Write-Output $objj
    }
}
END {}
}

```

The example in listing 24.8 uses `Write-Host` to create the progress output. When run, it looks something like this:

```

PS C:\> C:\CustomObjects.ps1
Connecting to localhost
Connection done, building object
Object done, OS ver is 6.1.7601

ComputerName      : localhost
Manufacturer      : VMware, Inc.
OSVersion         : 6.1.7601
OSArchitecture    : 64-bit
Model             : VMware Virtual Platform

```

That's all well and good, but we hate it. It breaks one of our primary rules: to avoid using `Write-Host`. Our main problem with it is that it messes up the script's normal output and that there's no way to shut it off, short of going back through the script, one line at a time, and either removing or commenting out the `Write-Host` commands. Fortunately, there's a much better way, and it's easy to use. The following listing shows the right way to create this kind of progress output, which PowerShell would refer to as *Verbose* output.

Listing 24.9 The right way to show Verbose output

```

function Get-SystemInfo {
    [CmdletBinding()]
    param(
        [Parameter (Mandatory=$True,
                   ValueFromPipeline=$True,
                   ValueFromPipelineByPropertyName=$True)]
        [string[]]$computerName
    )
    BEGIN {}
    PROCESS {
        foreach ($computer in $computername) {
            Write-Verbose "Connecting to $computer"
            $os = Get-WmiObject -class Win32_OperatingSystem -comp $computer
            $cs = Get-WmiObject -class Win32_ComputerSystem -comp $computer

            Write-Verbose "Connection done, building object"
            $props = @{ 'OSVersion'=$os.version;

```

```

        'Model'=$cs.model;
        'Manufacturer'=$cs.manufacturer;
        'ComputerName'=$os.__SERVER;
        'OSArchitecture'=$os.osarchitecture}
    $obj = New-Object -TypeName PSObject -Property $props

    Write-Verbose "Object done, OS ver is $($os.version)"
    Write-Output $obj
  }
}
END {}
}

```

All listing 24.9 does is replace `Write-Host` with `Write-Verbose`. Run the script again, this time with a couple of computer names, and you get this:

```

PS C:\> Get-SystemInfo -computerName localhost,WIN-KNBA0R0TM23

ComputerName      : localhost
Manufacturer      : VMware, Inc.
OSVersion         : 6.1.7601
OSArchitecture    : 64-bit
Model             : VMware Virtual Platform

ComputerName      : WIN-KNBA0R0TM23
Manufacturer      : VMware, Inc.
OSVersion         : 6.1.7601
OSArchitecture    : 64-bit
Model             : VMware Virtual Platform

```

Hey, wait! Where's the output? It's suppressed, which means your script output looks nice, clean, and uninterrupted. If you need that progress information, you just have to turn it on by adding the `-Verbose` switch to your command. The `[CmdletBinding()]` element adds the `-Verbose` switch to your function automatically; you don't have to code it. You just have to use `Write-Verbose`, and the switch will turn that output on:

```

PS C:\> Get-SystemInfo -computerName localhost,WIN-KNBA0R0TM23 -verbose

VERBOSE: Connecting to localhost
VERBOSE: Connection done, building object
VERBOSE: Object done, OS ver is 6.1.7601

ComputerName      : localhost
Manufacturer      : VMware, Inc.
OSVersion         : 6.1.7601
OSArchitecture    : 64-bit
Model             : VMware Virtual Platform

VERBOSE: Connecting to WIN-KNBA0R0TM23
VERBOSE: Connection done, building object
VERBOSE: Object done, OS ver is 6.1.7601
ComputerName      : WIN-KNBA0R0TM23
Manufacturer      : VMware, Inc.
OSVersion         : 6.1.7601
OSArchitecture    : 64-bit
Model             : VMware Virtual Platform

```


In the shell, that `VERBOSE:` output is even given an alternate color, making it easy to visually distinguish from the primary script output. Finished looking at it? Just run the function again without the `-Verbose` switch, and the output is suppressed again. As an additional bonus, the strings in the `Write-Verbose` calls can be used as comments to document your code.

24.9 Summary

We've covered a lot of ground, and these are all practical, useful tricks for you to use. As we said at the outset of this chapter, the extra work that PowerShell does on your behalf in terms of validation, along with the ability to make your scripts and functions look and work more like real PowerShell cmdlets, is worth the minor additional effort in using these syntactic techniques. We think every script or function should strive to implement these features—and as we've shown you, there's not much extra work involved in doing so.

25

Script modules and manifest modules

This chapter covers

- Turning a PowerShell script into a module
- Exporting module members
- Using a module manifest
- Working with dynamic modules

In previous chapters, we've shown you how to build a script—or, more likely, a function—that works much like a native PowerShell cmdlet. In this chapter, we're going to show you how to package multiple functions together into a distributable form that can be loaded into, and unloaded from, the shell. You've almost certainly used these *modules* before, perhaps loading the `ActiveDirectory` module. The only difference in what you'll build now is that you'll work entirely in PowerShell's scripting language, whereas many of the modules you've used to this point will have been written in Visual Studio.

NOTE We covered modules more extensively in chapter 5. If you need a refresher on how to load or unload modules, please refer back to that chapter.

25.1 Making a script module

Listing 25.1 shows a complete script that contains a single function. This is a repeat of a function that you built in an earlier chapter; you'll use it as a starting point. Remember that you can easily add as many functions to this script as you want to—we're sticking with a single function to keep things easy to read.

Listing 25.1 MyModule.ps1

```
function Get-DiskInfo {
    [CmdletBinding()]
    param(
        [Parameter (Mandatory=$True,
                    ValueFromPipeline=$True,
                    ValueFromPipelineByPropertyName=$True)]
        [string[]] $computerName,

        [Parameter (Mandatory=$True)]
        [ValidateRange(10,90)]
        [int] $threshold
    )
    BEGIN {}
    PROCESS {
        foreach ($computer in $computername) {

            $params = @{computername=$computer
                       filter="drivetype=3"
                       class="win32_logicaldisk"}
            $disks = Get-WmiObject @params

            foreach ($disk in $disks) {
                $danger = $False
                if ($disk.freespace / $disk.size * 100 -le $threshold) {
                    $danger = $True
                }
                $props = @{ComputerName=$computer
                           Size=$disk.size / 1GB -as [int]
                           Free = $disk.freespace / 1GB -as [int]
                           Danger=$danger}
                $obj = New-Object -TypeName PSObject -Property $props
                $obj
            }
        }
    }
    END {}
}
```

To run the function in listing 25.1, all you have to do is dot-source the script file. It'd be easier to import a module, and making this script into a script module is incredibly easy: just change the .ps1 filename extension to .psm1. That's it.

To make this behave more like a regular PowerShell module, you should put it into one of the folders that PowerShell automatically searches when you list or load modules. Those places are defined in the systemwide `PSModulePath` environment variable:

```
PS C:\> get-content env:psmodulepath
C:\Users\Administrator\Documents\WindowsPowerShell\Modules;C:\Windows
\system32\WindowsPowerShell\v1.0\Modules\
```

If you want to make the display a bit easier to read, use the `-split` operator:

```
PS C:\> (Get-Content env:psmodulepath) -split ";"
C:\Users\Administrator\Documents\WindowsPowerShell\Modules
C:\Windows\system32\WindowsPowerShell\v1.0\Modules\
```

NOTE It should probably go without saying—but we’ll say it anyway—that your modules should go in the Documents location, not in the System32 location. System32 is generally reserved for modules distributed by Microsoft. Windows security will also make it more difficult to change modules in the System32 location.

Keep in mind that this environment variable is accessible from within PowerShell, but it’s defined globally in Windows. You could add additional locations to this variable by appending a semicolon and the additional path. It’s also possible to prepend another location. If you’re creating a lot of modules, it’s probably better to prepend because your development area will be scanned for the module first. It’s perfectly legal to list a Universal Naming Convention (UNC) path here also so that you can use a file server to store your modules. Because a UNC might be interpreted as an internet location, you might need to sign your modules or modify your execution policy to allow them to run. You can also put a line like this in your profile to make the extra locations a permanent addition to your PowerShell environment:

```
$env:PSModulePath = "C:\Scripts\Modules;" + $env:PSModulePath
```

WARNING The location and naming conventions for modules are what trips up almost everyone at first. Read the following instructions carefully.

Within one of the paths listed in `PSModulePath`, you must create a folder for your module. The folder name will become the module name, and it should contain only letters and numbers. Avoid spaces, punctuation, and so on. Save your script module within that folder, giving it the exact same filename as the folder, plus the `.psm1` file-name extension.

For example, if you’ve decided to name your module `MyModule`, then you might save it as `\My Documents\WindowsPowerShell\Modules\MyModule\MyModule.psm1`. It’s very, very important that the folder name—`MyModule`—and the filename—`MyModule.psm1`—match exactly. Otherwise, PowerShell won’t be able to find the module.

WARNING The latest versions of Windows use a Documents library, which consists of two locations: a Shared Documents folder and a My Documents folder. `PSModulePath` only refers to the My Documents location. If you’re creating the necessary folders by using Windows Explorer, make sure you’re in My Documents and not Shared Documents.

That's all you have to do. With the module file saved in the correct location, you can run `Import-Module MyModule` (assuming you stuck with `MyModule` as the module name and used that name for the folder and filename) to load the module; `Remove-Module MyModule` will unload it. Of course, you don't have to keep your module in one of the locations listed in `PSModulePath`; you can store it anywhere. If you store it elsewhere, provide the path and filename to `Import-Module`, such as `Import-Module C:\Mine\MyModule.psm1`.

NOTE The command autodiscovery feature in PowerShell v3 will only work if you store your module in one of the locations listed in `PSModulePath`.

It may be beneficial to keep the module in another location during development, especially if you're running PowerShell v3 and leave the autodiscovery function switched on.

A `.psm1` file can contain a number of item types:

- Functions, as discussed earlier
- Other calls to `Import-Module`
- Dot-sourced PowerShell scripts to run PowerShell scripts (usually in the same folder) that each contains one or more functions

The last technique is often used if the module contains several functions and the code would become unmanageable if contained in a single file. When you want to run a script that's in the same folder as your `.psm1` file, use this syntax:

```
. $psScriptRoot/filename.ps1
```

The `$psScriptRoot` variable is a PowerShell internal variable that contains the name of the folder from which a script module, `.psm1`, is being executed. This variable allows script modules to use the module path to access other resources.

TIP In PowerShell v2, `$psScriptRoot` was only available in PSM1 files. In PowerShell v3, you can use it in all scripts.

25.2 *Exporting module members*

When you import, or load, a script module into memory, PowerShell essentially runs the `.psm1` file within the global scope. That means any functions defined within the module become visible to the entire shell. You can import a module and then get a directory listing of PowerShell's `Function:` drive to see the module's functions, or you can use `Get-Command`. That's often the exact behavior you'll want; sometimes, though, you might want certain things within the module to remain hidden, or *private*.

For example, take a look at listing 25.2. Here, you're adding a small utility function. This function does something useful, but you don't want anyone to see or use it. You plan to use it from within some of the module's other functions, but you haven't taken the time to make it fit for public consumption. It has a nonstandard name, it defines its parameters in the simplest possible manner, and so on. Alternatively, it may

be a function that's used only in the middle of a process and it doesn't make sense for it to be accessed outside of that context.

Listing 25.2 MyModule.psm1, revised

```
function utilPingWMI {
    param([string]$computername)
    Test-Connection -ComputerName $computername -Count 1 -Quiet
}

function Get-DiskInfo {
    [CmdletBinding()]
    param(
        [Parameter(Mandatory=$True,
            ValueFromPipeline=$True,
            ValueFromPipelineByPropertyName=$True)]
        [string[]]$computerName,

        [Parameter(Mandatory=$True)]
        [ValidateRange(10,90)]
        [int]$threshold
    )
    BEGIN {}
    PROCESS {
        foreach ($computer in $computername) {
            $params = @{computername=$computer
                filter="drivetype=3"
                class="win32_logicaldisk"}
            if (utilPingWMI $computer ){
                $disks = Get-WmiObject @params

                foreach ($disk in $disks) {
                    $danger = $False
                    if ($disk.freespace / $disk.size * 100 -le $threshold) {
                        $danger = $True
                    }
                    $props = @{ComputerName=$computer
                        Size=$disk.size / 1GB -as [int]
                        Free = $disk.freespace / 1GB -as [int]
                        Danger=$danger}
                    $obj = New-Object -TypeName PSObject -Property $props
                    $obj
                }
            }
            else {
                write-Warning "Could not contact $computer"
            }
        }
    }
    END {}
}
```

By default, when users load that module into the shell, the `utilPingWMI` function will be visible in the Function: drive and they'll be able to call the function themselves.

That's not what you want, so you'll make use of a cmdlet called `Export-ModuleMember`. This cmdlet tells the shell exactly which pieces of your module you want made visible to the public; everything else will remain private.

This sometimes confuses folks, so here are the rules to remember:

- If you don't use `Export-ModuleMember` at all, everything in your script module becomes publicly visible. This includes functions, aliases, and any variables you define in the script.
- If you use `Export-ModuleMember`, only the things you explicitly export, or make public, will be publicly visible. Everything else will be private. Private means that nonexported elements can be *seen* by anything in the module's PSM1 file but not by anything external to that file.

This sometimes confusing behavior was designed by Microsoft as an ease-of-use feature. The idea is that, if you do nothing, the module will do something. If you want to get more sophisticated and start hiding stuff, the shell will shift modes and only expose what you tell it to.

We mentioned aliases and variables in the rules, and you can be pretty clever in how you use those. Our next listing shows a new `MyModule.psm1`, which has several public and private elements.

Listing 25.3 `MyModule.psm1`, using `Export-ModuleMember`

```
[string]$MMLlogfile = 'C:\ErrorLog.txt'
[int]$_counter = 0

function utilPingWMI {
    param([string]$computername)
    Test-Connection -ComputerName $computername -Count 1 -Quiet
}

function Get-MMDiskInfo {
    [CmdletBinding()]
    param(
        [Parameter(Mandatory=$True,
                  ValueFromPipeline=$True,
                  ValueFromPipelineByPropertyName=$True)]
        [string[]]$computerName,

        [Parameter(Mandatory=$True)]
        [ValidateRange(10,90)]
        [int]$threshold
    )
    BEGIN {}
    PROCESS {
        foreach ($computer in $computername) {
            $params = @{computername=$computer
                      filter="drivetype=3"
                      class="win32_logicaldisk"}
```

Define public variable
Define private variable
Define private function
Rename public function

With a clever plan, you can create complex modules that contain internal functions and variables and that expose just your intended aliases, functions, and variables to the public.

25.3 *Making a module manifest*

One of the downsides of a script module is that you're limited to a single PSD1 file. There might well be instances where you need to work with a greater number of files, and that's where a *module manifest* comes into play. A manifest is essentially a text file that uses special formatting to tell PowerShell what files are included in your module—an inventory of sorts. Module manifests have the same name as your module; if your module folder is `MyModule`, then the manifest file must be named `MyModule.psdl`.

When PowerShell loads a module by name—such as when you run `Import-Module MyModule`—it looks for a PSD1 file first. Only if it doesn't find one will it then look for a DLL file and then a PSD1 file. So normally, if you want to provide a manifest, saving one with the proper filename is enough to get PowerShell to use it.

You can create a new manifest by using the `New-ModuleManifest` cmdlet. It has several parameters that we'll need to cover, so let's start with the ones that are mandatory. There are two things to keep in mind with these:

- Parameters we identify as *skippable* can be given an empty string for their value, and the resulting manifest will function properly. You still have to specify the parameter or the cmdlet will prompt you for it, but you don't have to provide a value other than an empty string.
- Parameters we identify as *multivalued* can accept a comma-separated list of values.

Here are the parameters you must specify when running the cmdlet:

- `Author`—The module's author. Skippable.
- `CompanyName`—The name of the company that produces the module. Skippable.
- `Copyright`—A copyright notice for the module. Skippable.
- `Description`—A textual description of the module. Skippable.
- `FileList`—A list of files contained within the module, intended for informational purposes only. Multivalued.
- `FormatsToProcess`—A list of `.format.ps1xml` files that provide formatting instructions for the module. Skippable and multivalued.
- `ModuleToProcess`—The primary module, usually a PSD1 file with a script module, that should be loaded first.
- `Path`—The path and filename of the final manifest file, which must be given a PSD1 filename extension.
- `RequiredAssemblies`—A list of .NET Framework assemblies that the module needs to run. Skippable and multivalued.
- `TypesToProcess`—A list of `.ps1xml` files that provide type extension instructions for the module. Skippable and multivalued.

NOTE Two of these parameters, `-TypesToProcess` and `-FormatsToProcess`, will make more sense after we've covered custom format views and custom type extensions in upcoming chapters.

There are also a few optional parameters that you may find useful. Three of these control what's made public from the module:

- `AliasesToExport`
- `FunctionsToExport`
- `VariablesToExport`

These all default to `*`, which means the elements exported by the module will in fact be exported and made public. These don't override your use of `Export-ModuleMember` within the PSM1 file; rather, they overlay it. In order for a function, variable, or alias to be public, it must meet both of these criteria:

- It must be exported by using `Export-ModuleMember` or be contained in a module that doesn't use `Export-ModuleMember` at all.
- It must be listed on the appropriate Module manifest parameter, or the parameter must not be specified, or the parameter must be specified with a value of `*` (which is the default).

These parameters all support wildcards; `-AliasesToExport b*` would export all aliases starting with the letter "b" that had also been exported within the PSM1 file.

Here are a few more optional parameters that you may find useful:

- `ModuleList`—This is an information-only list of modules contained within the module.
- `ModuleVersion`—Defaults to 1.0 and is for informational purposes only.
- `NestedModules`—This is a multivalued list of additional modules that must be loaded into memory in order for the root module to work. You can use this instead of adding `Import-Module` commands at the top of your PSM1 file.
- `ScriptsToProcess`—This is a multivalued list of PS1 files that should be run when the module is loaded.

It's a lot of information to provide, but the cmdlet lets you create complex, multifile modules that can be loaded in a single step.

25.4 Creating dynamic modules

Before we leave the world of modules and scriptblocks, we need to look at an interesting way of creating dynamic modules using the `New-Module` cmdlet. A dynamic module is a collection of code that exists in memory only; nothing is written to disk. Frankly, this is something most IT professionals won't need very often, but it offers some intriguing possibilities.

One possibility is to use a dynamic module to copy a function from one computer to another without writing anything to disk. There are a few moving pieces, so we'll go through this process step by step.

Say on your machine you have a few functions loaded into the shell that you want to execute on a remote machine. You begin by creating a string that contains the function code, separated by a semicolon to indicate a new command:

```
$command=""
$command="Function Get-Mac { $($get-command get-mac).Definition} ;"
#add another command
$command+="Function Get-Uptime { $($get-command get-uptime).Definition}"
```

The variable `$command` now contains two functions separated by a semicolon. Next, you push these functions to a remote machine. You're going to use a session so you can run several commands. It's possible to do everything with one command using `Invoke-Command`, but you want to make this easier to follow:

```
$sess=New-PSSession -ComputerName Quark
```

With the session in place you'll create a dynamic module on the remote computer:

```
invoke-command {
  Param ($commandText)
  $sb=[scriptblock]::Create($commandText)
  $mod=New-Module -scriptblock $sb
  $mod | import-module} -session $sess -argumentlist $command
```

The scriptblock you're invoking accepts a parameter, `$commandText`. You'll create a scriptblock from it using the `Create()` method of the `[scriptblock]` type accelerator. This new scriptblock is then used by `New-Module` to create a dynamic module. It isn't necessary, but you'll explicitly import the module so you can see it, if you want, with `Get-Module`. The end result, though, is that the functions from `$command` are now loaded in memory on the remote computer and you can execute them:

```
invoke-command {get-uptime} -session $sess
```

When the session ends, the dynamic module ends and nothing ever touches the filesystem. You can take this concept even further and copy a script-based module from the local machine to a dynamic module on a remote machine, as shown in the following listing.

Listing 25.4 Copying a module to a remote computer

```
$module="FileSystem"
Import-Module $module

Get-Command -Module $module -CommandType Function |
ForEach -begin { $commands=""} -Process {
  $commands+="Function $($_.Name) { $($_.Definition) } ;"
} -end { $commands+="Export-ModuleMember -function *" }

#create a dynamic module on the remote machine
invoke-command {
  Param ($commandText)
  $sb=[scriptblock]::Create($commandText)
  $mod=New-Module -scriptblock $sb
  $mod | import-module
} -session $sess -argumentList $commands
```

The code in listing 25.4 is similar to what you did earlier with the exception of piping the module functions to `ForEach-Object` to build the command string.

The other interesting use of `New-Module` is to create a custom object. There are easier ways to create custom objects, but in the interest of completeness we felt we should at least offer a quick glimpse at this technique.

First, define a scriptblock with a number of functions. These will become the custom object's methods so you don't need to adhere to typical naming conventions; it's probably better if you don't.

```
$sb={
Function GetBootTime {

$os=get-wmiobject win32_operatingsystem
$os.ConvertToDateTime($os.LastBootUpTime)
}

Function GetCDrive {
get-wmiobject win32_logicaldisk -filter "deviceid='c:'"
}

Function ClearTemp {
Param($path=$env:temp)

Write-Host "Checking $path" -foreground Cyan
dir -path $path -recurse | Where {$_.LastWriteTime -ge (GetBootTime)} |
Remove-item -Recurse
}
}
```

Next, create a dynamic module, but this time create a custom object:

```
PS C:\> $co=new-module -ScriptBlock $sb -AsCustomObject
PS C:\> $co | get-member

TypeName: System.Management.Automation.PSCustomObject
```

Name	MemberType	Definition
Equals	Method	bool Equals(System.Object obj)
GetHashCode	Method	int GetHashCode()
GetType	Method	type GetType()
ToString	Method	string ToString()
ClearTemp	ScriptMethod	System.Object ClearTemp();
GetBootTime	ScriptMethod	System.Object GetBootTime();
GetCDrive	ScriptMethod	System.Object GetCDrive();

The module functions become methods that you can execute like any other method:

```
PS C:\> $co.GetCDrive()

DeviceID      : C:
DriveType     : 3
ProviderName  :
FreeSpace     : 124712972288
Size          : 201504845824
VolumeName    :
```

Using a dynamic module like this is a terrific way of creating an object that can do something without much effort. Again, this isn't something we think most people will need on a regular basis, but it might come in handy for those special situations or when you feel like showing off your PowerShell ninja skills.

25.5 Summary

Modules are a powerful and convenient way to distribute sets of related functionality. By building a module manifest, your modules can even consist of multiple files, including type extensions and custom formatting views, which we'll be covering in chapters 26 and 27.

26

Custom formatting views

This chapter covers

- Changing object type names
- Creating view types
- Loading view types
- Using named views

One of the biggest features of PowerShell's formatting system is its ability to use predefined layouts, or views, to display specific types of objects. When you run a cmdlet like `Get-Process` or `Get-Service`, the display you see by default is controlled by a set of predefined views that Microsoft provides along with PowerShell. The default display is a best guess at what you're most likely to want to see. Those guesses don't always work out:

```
PS> Get-WmiObject -Class Win32_OperatingSystem

SystemDirectory : C:\Windows\system32
Organization    :
BuildNumber     : 7601
RegisteredUser  : Richard
SerialNumber    : 00426-065-1155216-86852
Version        : 6.1.7601
```

What you need to do is select the data you want:

```
PS> Get-WmiObject -Class Win32_OperatingSystem |
select CSName, Caption, ServicePackMajorVersion, SystemDirectory,
OSArchitecture

CSName           : RSLAPTOP01
Caption          : Microsoft Windows 7 Ultimate
ServicePackMajorVersion : 1
SystemDirectory  : C:\Windows\system32
OSArchitecture   : 32-bit
```

You can also create your own predefined views, either to override the ones Microsoft provides or to provide default formatting for custom objects that you create.

TIP If you don't see the data you want, or expect, when running a new PowerShell cmdlet, always try piping into `Format-List *` to see if there's more.

26.1 Object type names

The first thing to remember is that PowerShell applies views based on the type name of the object being formatted. You can see an object's type name by piping one or more instances of the object to `Get-Member`:

```
PS C:\> get-process | get-member

TypeName: System.Diagnostics.Process
```

You'll find that most objects produced by a PowerShell `Get` cmdlet have a unique type name. But objects that you produce yourself by running `New-Object -TypeName PSObject` don't have a unique type name—they're a generic `PSObject`, so you can't apply a formatting view to them. If your goal is to apply a view to an object you've created in that fashion, you must first give the object a unique type name:

```
PS C:\> $obj = New-Object -TypeName PSObject
PS C:\> $obj.psobject.TypeNames.Insert(0, 'My.Custom.Object')
```

In this example, `My.Custom.Object` is the custom type name. The `TypeNames` property is an array of names, and your command says to insert a new value at the beginning of the array:

```
PS C:\> $obj.psobject.TypeNames
My.Custom.Object
System.Management.Automation.PSCustomObject
System.Object
```

You may also see scripts that define the custom type like this:

```
PS C:\> $obj.psobject.TypeNames.[0] = 'My.Custom.Object'
```

Either is perfectly valid. But in any case, before you proceed, make sure you're clear on the object type name that you want to apply formatting to!

26.2 Getting view templates

The syntax of the XML files that define views isn't well documented, so it's often easiest to use one of Microsoft's files as a starting point. You'll find them in PowerShell's installation folder:

```
PS C:\> cd $psHOME
PS C:\Windows\System32\WindowsPowerShell\v1.0> dir *.format.ps1xml

    Directory: C:\Windows\System32\WindowsPowerShell\v1.0

Mode                LastWriteTime         Length Name
-----
-a---             02/06/2012    15:31         27338 Certificate.format.ps1xml
-a---             02/06/2012    15:31         27106 Diagnostics.Format.ps1xml
-a---             02/06/2012    15:31       144442 DotNetTypes.format.ps1xml
-a---             02/06/2012    15:31         14502 Event.Format.ps1xml
-a---             02/06/2012    15:31         21293 FileSystem.format.ps1xml
-a---             02/06/2012    15:31       287938 Help.format.ps1xml
-a---             02/06/2012    15:31         97880 HelpV3.Format.ps1xml
-a---             02/06/2012    15:31       101824 PowerShellCore.format.ps1xml
-a---             02/06/2012    15:31         18612 PowerShellTrace.format.ps1xml
-a---             02/06/2012    15:31         13659 Registry.format.ps1xml
-a---             02/06/2012    15:31         17731 WSMAN.Format.ps1xml
```

WARNING Do not, under any circumstances, modify these files in any way. They're signed using a Microsoft digital signature and must remain unchanged. Even an extra space, tab, or carriage return can render them useless. Be careful to open them, copy what you need to the clipboard, and then close the file without saving any changes.

For the examples in this chapter, we used `DotNetTypes.format.ps1xml` as our starting point, copying and pasting the appropriate parts. An alternative approach is to use `Export-FormatData`:

```
Get-FormatData -TypeName System.Diagnostics.Process |
Export-FormatData -Path f1.xml
```

You'll need to run the resultant XML through a routine to *pretty print*, but it's safe and removes the risk of damaging the format files.

26.3 Starting a view file

View files can be edited in any text editor, including the PowerShell ISE, Notepad, or whatever you like. XML-specific editors can make the files easier to work with, but keep in mind that there are currently no public XML schema definitions (XSD or DTD files) that a dedicated XML editor can use to validate your file.

The following listing shows the content that an empty view file will have. Save this as `C:\Test.format.ps1xml`; you'll find it easier to keep files in progress in a folder that has a short path, because you'll be typing it a lot.

Listing 26.1 Starting Test.format.ps1xml

```
<?xml version="1.0" encoding="utf-8" ?>
<Configuration>
  <ViewDefinitions>
  </ViewDefinitions>
</Configuration>
```

WARNING Unlike most of PowerShell, these XML files are case-sensitive. That's one reason we rely so heavily on copying and pasting—it's easier to not make mistakes that way.

Once you have that starting point, you can add specific view definitions between the `<ViewDefinitions>` and `</ViewDefinitions>` XML tags. In other words, the three examples we're about to walk through can all be pasted in between those two tags.

26.4 Adding view types

PowerShell supports four distinct view types: Table, List, Wide, and Custom. We won't be covering the Custom type; it's extremely complex and not publicly documented. You can see an example in the Microsoft-provided `Help.format.ps1xml` file, and you're welcome to play with it on your own if you like. Please share any discoveries relating to Custom type with the wider PowerShell community.

For the following examples, you're going to create a custom object having five properties. The next listing shows the code that creates that object.

Listing 26.2 FormatTest.ps1

```
function Get-Info {
  param([string]$computername=$env:COMPUTERNAME)
  $os = Get-WmiObject -class Win32_OperatingSystem -comp $computername
  $cs = Get-WmiObject -class Win32_ComputerSystem -comp $computername
  $props = @{'ComputerName'=$os.csname;
            'OSVersion'=$os.version;
            'SPVersion'=$os.servicepackmajorversion;
            'Model'=$cs.model;
            'Mfgr'=$cs.manufacturer}
  $obj = New-Object -TypeName PSObject -Property $props
  $obj.PSObject.TypeNames.Insert(0,'Custom.Info')
  Write-Output $obj
}
```

```
Get-Info | Format-Table
Get-Info | Format-List
Get-Info | Format-Wide
```

When you run the script in listing 26.2, the `Get-Info` function is run each time, and each time it's passed to a different formatting cmdlet. In the following examples, you'll develop the Table, List, and Wide views that you want to be displayed when those formatting cmdlets run.

TABLE VIEWS

We'll start with Table views, because they're the most complex. Listing 26.3 shows our example. Take a look, and then we'll explain what's going on. Remember that this entire block of XML represents a single view definition and would be pasted between the `<ViewDefinitions>` and `</ViewDefinitions>` XML tags in your view file.

Listing 26.3 Example Table view

```

<View>
  <Name>MyCustomInfoTable</Name>
  <ViewSelectedBy>
    <TypeName>Custom.Info</TypeName>
  </ViewSelectedBy>
  <TableControl>
    <TableHeaders>
      <TableColumnHeader>
        <Label>OS Ver</Label>
        <Width>9</Width>
      </TableColumnHeader>
      <TableColumnHeader>
        <Label>SP Ver</Label>
        <Width>9</Width>
        <Alignment>Right</Alignment>
      </TableColumnHeader>
      <TableColumnHeader/>
    </TableHeaders>
    <TableRowEntries>
      <TableRowEntry>
        <TableColumnItems>
          <TableColumnItem>
            <PropertyName>OSVersion</PropertyName>
          </TableColumnItem>
          <TableColumnItem>
            <PropertyName>SPVersion</PropertyName>
          </TableColumnItem>
          <TableColumnItem>
            <PropertyName>ComputerName</PropertyName>
          </TableColumnItem>
        </TableColumnItems>
      </TableRowEntry>
    </TableRowEntries>
  </TableControl>
</View>

```

Annotations for Listing 26.3:

- View name**: Points to the `<Name>` tag.
- Object type name**: Points to the `<TypeName>` tag.
- Column header definitions**: Points to the `<TableHeaders>` block.
- Empty column header**: Points to the `<TableColumnHeader/>` tag.
- Column data definitions**: Points to the `<TableColumnItems>` block.

Pay attention to the following specifics:

- The entire section of column header definitions is optional. You can omit `<TableHeaders>` and `</TableHeaders>` and everything in between them. If you do, the names of the properties you choose will be used as column headers.
- If you choose to define column headers, you must have the exact same number as you will have columns in the table. But you can have an *empty* column header

tag of just `<TableColumnHeader />`, which will force that column to just use its property name.

- The data definitions indicate what properties' values will be displayed on the rows of the table. This defines the number of columns in the table.

LIST VIEWS

List views are simpler than Table views. The following listing is an example List view. Remember that this entire block of XML represents a single view definition and would be pasted between the `<ViewDefinitions>` and `</ViewDefinitions>` XML tags in your view file.

Listing 26.4 Example List view

```

<View>
  <Name>MyCustomInfoList</Name>
  <ViewSelectedBy>
    <TypeName>Custom.Info</TypeName>
  </ViewSelectedBy>
  <ListControl>
    <ListEntries>
      <ListEntry>
        <ListItems>
          <ListItem>
            <PropertyName>OSVersion</PropertyName>
          </ListItem>
          <ListItem>
            <PropertyName>SPVersion</PropertyName>
          </ListItem>
          <ListItem>
            <PropertyName>Mfgr</PropertyName>
          </ListItem>
        </ListItems>
      </ListEntry>
    </ListEntries>
  </ListControl>
</View>

```

View name

Object type name

Properties included in list

Listing 26.4 includes only three properties in its list: `OSVersion`, `SPVersion`, and `Mfgr`. You refer to these properties by the exact names that you gave them when you created the custom object. Your own List views can have as many properties as you like.

WIDE VIEWS

Wide views are unique in that they only display one property, so they're simple to create, as the following listing demonstrates. Again, this entire block of XML represents a single view definition and would be pasted between the `<ViewDefinitions>` and `</ViewDefinitions>` XML tags in your view file.

Listing 26.5 Example Wide view

```

<View>
  <Name>MyCustomInfoWide</Name>
  <ViewSelectedBy>

```

View name

```

        <TypeName>Custom.Info</TypeName>
    </ViewSelectedBy>
    <WideControl>
        <WideEntries>
            <WideEntry>
                <WideItem>
                    <PropertyName>ComputerName</PropertyName>
                </WideItem>
            </WideEntry>
        </WideEntries>
    </WideControl>
</View>

```

26.5 Importing view data

Before we continue, run the test script and see what its normal output—without the custom views you’ve created—would look like:

```
PS C:\> ./formattest
```

```

OSVersion      ComputerName    SPVersion Model          Mfgr
-----
6.1.1.7601     Win7test                1 VMware Vir... VMware, Inc.

```

```

OSVersion      : 6.1.1.7601
ComputerName    : Win7test
SPVersion       : 1
Model           : VMware Virtual Platform
Mfgr            : VMware, Inc.

```

```
Win7test
```

There you can see the default Table, List, and Wide views. Our next listing shows the completed formatting file, with all three of the custom views pasted in.

Listing 26.6 Final Test.format.ps1xml

```

<?xml version="1.0" encoding="utf-8" ?>
<Configuration>
  <ViewDefinitions>
    <View>
      <Name>MyCustomInfoTable</Name>
      <ViewSelectedBy>
        <TypeName>Custom.Info</TypeName>
      </ViewSelectedBy>
      <TableControl>
        <TableHeaders>
          <TableColumnHeader>
            <Label>OS Ver</Label>
            <Width>9</Width>
          </TableColumnHeader>
          <TableColumnHeader>
            <Label>SP Ver</Label>
            <Width>9</Width>
            <Alignment>Right</Alignment>
          </TableColumnHeader>

```

```

        <TableColumnHeader/>
    </TableHeaders>
<TableRowEntries>
    <TableRowEntry>
        <TableColumnItems>
            <TableColumnItem>
                <PropertyName>OSVersion</PropertyName>
            </TableColumnItem>
            <TableColumnItem>
                <PropertyName>SPVersion</PropertyName>
            </TableColumnItem>
            <TableColumnItem>
                <PropertyName>ComputerName</PropertyName>
            </TableColumnItem>
        </TableColumnItems>
    </TableRowEntry>
</TableRowEntries>
</TableControl>
</View>

<View>
    <Name>MyCustomInfoList</Name>
    <ViewSelectedBy>
        <TypeName>Custom.Info</TypeName>
    </ViewSelectedBy>
    <ListControl>
        <ListEntries>
            <ListEntry>
                <ListItems>
                    <ListItem>
                        <PropertyName>OSVersion</PropertyName>
                    </ListItem>
                    <ListItem>
                        <PropertyName>SPVersion</PropertyName>
                    </ListItem>
                    <ListItem>
                        <PropertyName>Mfgr</PropertyName>
                    </ListItem>
                </ListItems>
            </ListEntry>
        </ListEntries>
    </ListControl>
</View>

<View>
    <Name>MyCustomInfoWide</Name>
    <ViewSelectedBy>
        <TypeName>Custom.Info</TypeName>
    </ViewSelectedBy>
    <WideControl>
        <WideEntries>
            <WideEntry>
                <WideItem>
                    <PropertyName>ComputerName</PropertyName>
                </WideItem>
            </WideEntry>
        </WideEntries>
    </WideControl>
</View>

```

```

        </WideEntries>
    </WideControl>
</View>

</ViewDefinitions>
</Configuration>

```

You'll need to load that view file into each new shell session in which you want those views to be displayed. To do that, run the `Update-FormatData` cmdlet. It has two parameters to specify a file path, and you must specify one of them but not both. Which you use makes a difference only if you're providing a view for an object type that already has a view loaded into memory, such as one of the object types for which Microsoft provides a default view. Here are your choices:

- `-AppendPath` loads the specified view file into the end of memory. That means it won't override any views that are already in memory for the same object type.
- `-PrependPath` loads the specified view file into the beginning of memory. That means it'll override any existing views for the same object type.

Here's what happens when you load the custom view file and rerun your test script:

```

PS C:\> Update-FormatData -AppendPath .\test.format.ps1xml
PS C:\> ./formattest

OS Ver      SP Ver  ComputerName
-----
6.1.7601    1      Win7test

OSVersion : 6.1.7601
SPVersion  : 1
Mfgr       : VMware, Inc.

Win7test

```

You can see that all three views—Table, List, and Wide—were used. The Wide view isn't any different than when you ran this earlier, because the Wide view was already selecting, on its own, the same property, `ComputerName`, that you specified in your XML file.

26.6 Using named views

So far you've given each of your views a name in their XML definitions. Although there's no easy way to get PowerShell to list all of the available views by name for a given object type, you can open the XML files and figure out what view names are available. The difficulty level is raised because views for a particular type aren't necessarily grouped.

If you're prepared to experiment a little, you can use something like this to match the view names against the type:

```

$data = @()
$file = "DotNetTypes.format.ps1xml"

$names = Select-Xml -Path $pshome\$file -XPath "Configuration/
ViewDefinitions/View/Name" |

```

```

select -expand Node |
select -ExpandProperty "#text"

$types = Select-Xml -Path $pshome\file -XPath "Configuration/
    ViewDefinitions/View/ViewSelectedBy" |
select -expand Node |
select -ExpandProperty TypeName

If ($names.Count -eq $types.Count){
    for ($i=0; $i -le ($names.Count -1); $i++){
        $data += New-Object -TypeName PSObject -Property @{
            Name = $($names[$i])
            TypeName = $($types[$i])
        }
    }
}
else {
    Throw "Error - mismatch between number of names and types"
}

$data | sort TypeName | select Name, TypeName

```

Use `Select-XML` to find the `Name` and `TypeName` nodes. Loop through the results and combine them into a single object for each view, sort, and output. The (abridged) results look like this:

Name	TypeName
-----	-----
Priority	System.Diagnostics.Process
process	System.Diagnostics.Process
StartTime	System.Diagnostics.Process
process	System.Diagnostics.Process

When multiple views are available for an object type, PowerShell displays the first one in memory, which is why the `-AppendPath` and `-PrependPath` parameters of `Update-FormatData` are so important. But all of the formatting cmdlets have a `-View` parameter that accepts the name of a specific view. Provided the view type matches the formatting cmdlet you used and the type of object being displayed, this parameter will force the shell to use the named view instead of the first one in memory.

For example, Microsoft provides multiple views for the `System.Diagnostics.Process` objects produced by `Get-Process`. You'd never know it unless you explored the `DotNetTypes.format.ps1xml` file, as shown earlier, but it's true! The second one, which you'd normally never see because it isn't the first one, is named `Priority`. Take a look at the output of the normal view:

```

PS C:\> Get-Process

```

Handles	NPM(K)	PM(K)	WS(K)	VM(M)	CPU(s)	Id	ProcessName
-----	-----	-----	-----	-----	-----	-----	-----
39	6	2012	4348	57	7.69	928	conhost
30	4	844	1400	41	0.00	2176	conhost
33	5	968	3164	46	0.02	2964	conhost
558	11	2072	2796	43	0.44	328	csrss
221	14	10020	8428	54	16.07	368	csrss
307	30	17804	17012	351	28.97	1292	dfsr

Now compare the output of the normal view with the output displayed by this alternate, named view:

```
PS C:\> Get-Process | Format-table -view priority

    PriorityClass: Normal

ProcessName          Id      HandleCount    WorkingSet
-----
conhost              928          39         4452352
conhost             2176          30         1433600
conhost             2964          33         3239936
csrss                328          562         2863104
csrss                368          226         8630272
dfsrs                1292         307         17420288
dfssvc              1464          122         4354048
dllhost              1096          197         6701056
dns                  1328         5163         58880000

    PriorityClass: High

ProcessName          Id      HandleCount    WorkingSet
-----
vmtoolsd            1540          259         12238848

    PriorityClass: Normal

ProcessName          Id      HandleCount    WorkingSet
-----
VMwareTray          1784          64          5619712

    PriorityClass: High

ProcessName          Id      HandleCount    WorkingSet
-----
wininit              376          77          2289664
winlogon             412          98          2527232
```

We'll leave exploring the StartTime view to you. Because PowerShell doesn't provide a way of discovering these alternate, named views, they're of limited use. But the functionality is there if you choose to use it. Obviously, if you choose to create multiple named views yourself, then you'll at least be aware they exist and can use them!

26.7 Going further

In this chapter, we've focused on views that display specific object properties. It's also possible to create view definitions that execute code, such as a table column that provides specific formatting for a numeric value. We find that administrators don't need to do that all too often; that capability is primarily useful when you're displaying an object created by someone else's code, such as a .NET Framework class. In those cases, you can't modify the object itself; you can only modify what's displayed, and so things like *script properties* become useful. But with a custom object like the one you created for this chapter's examples, you can put whatever you want into the properties, so it's usually better to initially populate your object properties with exactly what you want and then let the view definition control things like column headers and widths.

Note that you can also define dynamic properties using a type extension file, which we cover in a separate chapter. Our preference is to let views worry solely about visual formatting and to keep any code—like script properties—contained within type files. With that in mind, we cover script properties in chapter 27.

26.8 Summary

Custom views are a powerful technique for creating great-looking output by default. Because you have to load the view files manually in each new shell session, their use might seem limited to you. But once we start talking more about advanced functions in chapter 32, you'll see how useful these can be together.

27

Custom type extensions

This chapter covers

- Using PowerShell's Extensible Type System
- Creating custom type extensions
- Importing custom type extensions
- Creating custom type extensions dynamically

Windows PowerShell includes an Extensible Type System (ETS). A *type*, in PowerShell's world, is a data structure that describes what a type of data looks like, as well as what capabilities that type of data has. For example, there's a type that represents a Windows service. The type says that a service has a name, a description, a status, and other properties. The type also says that a service has methods enabling you to stop the service, start it, pause it, resume it, and so on.

Types are generally born within the .NET Framework that lies underneath PowerShell.

WARNING The objects returned by PowerShell aren't necessarily pure .NET objects. In many cases the PowerShell wrapper will add, or hide, properties and methods. Use the options on the `-View` parameter of `Get-Member` to determine the modifications that have been performed.

So, the properties and methods—collectively, the *members*—of a type are defined in the Framework and carried up through PowerShell to you. You can visit <http://msdn.microsoft.com/en-us/library/system.serviceprocess.servicecontroller.aspx> to see Microsoft's .NET Framework documentation for a service, and you'll see its properties, methods, and so on.

27.1 What are type extensions?

PowerShell has the ability to extend a type, adding more members to it. In most cases, these *type extensions* are intended to make the type easier to use or more consistent. For example, most types in the .NET Framework include a `Name` property, and PowerShell relies on that for several tasks. When you use `Format-Wide`, for example, it defaults to displaying a type's `Name` property. But services don't have a `Name` property—for some reason, they were given a `ServiceName` property. That makes a service more difficult to use because it isn't consistent with the rest of the Framework. So, PowerShell extends the service type, adding a `Name` property. Technically, it's an *AliasProperty* because it simply points to the existing `ServiceName` property. But it helps make the type more consistent.

PowerShell can add a number of extensions to a type:

- `DefaultDisplayPropertySet`—For types that don't have a defined default view, the `DefaultDisplayPropertySet` tells PowerShell which of a type's properties to display by default. If this set includes more than four properties, they'll be displayed as a list; otherwise, PowerShell uses a table. Run `Get-WmiObject -class Win32_OperatingSystem` to see a `DefaultDisplayPropertySet` in action.

NOTE Technically, `DefaultDisplayPropertySet` is a kind of extension called a `PropertySet`. You can create other `PropertySet` extensions apart from a `DefaultDisplayPropertySet`. Practically speaking, there's little reason to do so. Microsoft originally had plans for other kinds of `PropertySet` extensions, but those were never implemented.

- `AliasProperty`—This extension points to another property. It doesn't exactly *rename* the original property because the original also remains accessible; it simply provides access to the property under an alternate name.
- `NoteProperty`—This extension adds a property that contains static—that is, unchanging—information. You don't see these used a lot in predefined type extensions because you don't often want to add an unchanging piece of information to a type. You'll mainly see `NoteProperty` used for dynamically generated types, such as the types created by a command like `Get-Service | Select-Object -property Name`. You'll also see this used when creating your own custom objects.
- `ScriptProperty`—This extension adds a property whose value is determined dynamically by an embedded PowerShell script. In other words, when you access the property, a short PowerShell script will run to produce the property's

value. Microsoft uses these a lot, especially to provide easy access to some piece of data that's otherwise a bit buried. For example, when you run `Get-Process`, the output objects will include several `ScriptProperties`. These provide access to information about a process that would otherwise be difficult to retrieve.

- `ScriptMethod`—This extension is similar to a `ScriptProperty`: When you execute a `ScriptMethod`, an embedded PowerShell script runs to take whatever action the method provides.
- `CodeMethod`—This extension executes a static method of a .NET Framework class. A *static method* is one that can be executed without creating an instance of the class. The `Math` class, for example, has a number of static methods that perform various mathematical operations.
- `CodeProperty`—This extension accesses a static property of a .NET Framework class.

In this book, we'll focus primarily on the extensions that get the most use by administrators: We'll show you how to create a `DefaultDisplayPropertySet`, an `AliasProperty`, a `ScriptProperty`, and a `ScriptMethod`.

27.2 Creating and loading a type extension file

Type extensions are defined in a special kind of XML file, which usually has a `.ps1xml` filename extension. You can see an example of a type extension file by running these two commands:

```
PS C:\> cd $psHOME
PS C:\> Windows\System32\WindowsPowerShell\v1.0> notepad .\types.ps1xml
```

WARNING Don't change, even in the slightest way, any of the files in PowerShell's installation folder, including `types.ps1xml`. These files carry a Microsoft digital signature. Altering the file will break the signature, preventing the entire file from being used. Even something as minor as an extra space or carriage return will render the file useless.

A type extension file starts off with the following XML, which you can copy from `types.ps1xml`:

```
<?xml version="1.0" encoding="utf-8" ?>
<Types>
</Types>
```

NOTE You can use the PowerShell ISE, Notepad, or almost any text editor to create and edit type extension files.

Between the `<Types>` and `</Types>` tags is where you place your individual type extensions. Once you've created a file, you're ready to load it into PowerShell to test it. PowerShell only loads Microsoft-provided type extensions by default; when you import a module or add a `PSSnapin`, they can also include type extensions that PowerShell loads into memory. To load your own extensions (that aren't part of a module),

you run the `Update-TypeData` cmdlet. This requires that you use either the `-PrependPath` or `-AppendPath` parameters, and both parameters accept the path and filename of your type extension XML file. Which do you choose? It depends on what you want your extensions to do.

NOTE Keep in mind that your extensions only last as long as the current shell session. Once you close the shell, your extensions are removed from memory until you reload them. So if you mess up, just close the shell and open a new shell window to start fresh.

When PowerShell is ready to add extensions to a type, it looks at the type extensions it has loaded in memory. It scans them in the order in which they were loaded into memory, and the first one it finds that matches the type it's working with is the only one it uses. Imagine that you're providing an extension for a type that Microsoft already provided an extension for. If you load your XML file with the `-PrependPath` parameter, then your extension will be *first* in memory, so PowerShell will use it. In other words, your extensions are prepended to the ones already in memory. On the other hand, if you use the `-AppendPath`, then your extension will be *last* in memory, and it won't be used if Microsoft has already provided an extension for that type. So the rules are these:

- If you're extending a type that already has an extension, prepend your extension into memory.
- If you're extending a type that doesn't already have an extension, append your extension into memory.
- If you're not sure, try prepending. You may find that some functionality of a type was being provided by a Microsoft-supplied extension, and you'll lose that functionality unless your type extension duplicates it.

NOTE It's perfectly safe to go into Microsoft's `types.ps1xml` file, copy things from it, and paste them into your own type extensions. That's one way of providing additional extensions while retaining the ones Microsoft created. You'd then prepend your extensions into memory.

When you run `Update-TypeData`, it'll first parse your file to see if the XML makes sense. This is where errors are most likely to creep in. Read the error carefully; it'll tell you the exact line of the file that PowerShell has a problem with. Unfortunately, you'll have to close PowerShell at this point because it won't let you try to load the same file a second time. For that reason, we tend to put our type extension files into an easy-to-reach folder like `C:\` because we often have to open a shell window, load our extension, read the error, and close the shell several times before we finally get it right.

Once the type extension is working to your satisfaction, and you need it to be loaded every time you start PowerShell, you can add a command to your profile to perform the load. It's better to make the type extension part of a module and load it as required.

TIP Unlike almost everything else in PowerShell, the XML files are case sensitive. `<types>` isn't the same as `<Types>`, and the former will generate an error. Be careful!

27.3 Making type extensions

Within the `<Types>` and `</Types>` tags of your XML file, you'll create your type extensions. We'll go through each of the major types and provide you with examples to see them in action.

All of the extensions associated with a single type, such as a process, go into a single block within the XML file. That basic block, which will always be your starting point for new extensions, looks like this:

```
<Type>
  <Name>type_name_goes_here</Name>
  <Members>
</Members>
</Type>
```

You can see where the type name goes. This is the exact and full name of the type, as revealed by `Get-Member`. For example, run `Get-Process | Get-Member` and the first line of output will be

```
TypeName: System.Diagnostics.Process
```

That's the type name you'd put between the `<Name>` and `</Name>` tags. Remember, the tags are case sensitive! From there, all of the extensions for this type would appear between the `<Members>` and `</Members>` tags.

NOTE For the four following examples, we'll focus on the `Process` type. This is a type already extended by Microsoft, and when you prepend your extension, you're going to essentially *turn off* Microsoft's extensions. That's okay. Closing and reopening the shell will put Microsoft's extensions back into place.

27.3.1 AliasProperty

Remember that an alias simply defines an alternate name for accessing an existing property. An `AliasProperty` extension looks like this:

```
<AliasProperty>
  <Name>PID</Name>
  <ReferencedMemberName>Id</ReferencedMemberName>
</AliasProperty>
```

You've just created a new property called `PID`, which will point to the underlying `ID` property of the process type.

27.3.2 ScriptProperty

A `ScriptProperty` is a value that's calculated or returned from executing a small PowerShell expression. A `ScriptProperty` extension looks like this:

```
<ScriptProperty>
  <Name>Company</Name>
```

```

    <GetScriptBlock>
        $this.Mainmodule.FileVersionInfo.CompanyName
    </GetScriptBlock>
</ScriptProperty>

```

You're adding a new property called `Company` (this extension is one of the ones Microsoft provides for the process type). It runs a script, which uses the special `$this` variable. That variable always refers to the current instance of the type. In other words, when you've created a process object—usually by running `Get-Process`, which creates several objects—`$this` will refer to a single process. Here you're using it to access the process type's native `Mainmodule.FileVersionInfo.CompanyName` property. In other words, you're not running any .NET Framework code; you're simply providing an easier way to access a deeply nested property that's already there.

27.3.3 ScriptMethod

A `ScriptMethod` is a method that you define in your extension. The method's *action* is coded by one or more PowerShell commands. Here's what a `ScriptMethod` looks like:

```

<ScriptMethod>
    <Name>Terminate</Name>
    <Script>
        $this.Kill()
    </Script>
</ScriptMethod>

```

This isn't a fancy `ScriptMethod`: You're simply creating a method called `Terminate()` that executes the object's `Kill()` method. *Kill* just seemed so forceful and gritty that we felt more comfortable with the softer, friendlier-sounding `Terminate()`. Your `ScriptMethods` can contain much more complicated scripts, if needed, although we'll again point out that the `$this` variable provides access to the current object instance.

ScriptMethod or ScriptProperty?

The difference between a `ScriptProperty` and a `ScriptMethod` can be somewhat arbitrary. Under the hood, the .NET Framework doesn't technically have properties—they're implemented as methods. So the line is blurry all the way down! Which you choose to use depends a bit on how you plan to use whatever the extension produces.

If you plan to display information as part of the type's normal output, such as in a list or a table, you want to make a `ScriptProperty`. Like all the other properties available in PowerShell, a `ScriptProperty` can be used with `Format` cmdlets, with `Select-Object`, and with other cmdlets that choose rows and columns to display.

If you're planning on filtering objects based on the contents of something, a `ScriptProperty` will do the job. So, if you can imagine your data being used as criteria in a `Where-Object` cmdlet, use a `ScriptProperty` to expose that data.

A `ScriptMethod` is generally used when you need to access *outside information*, such as getting data from another computer, from a database, and so on. A `ScriptMethod` is also a good choice when you're transforming data, such as changing the format of a date or time. You'll notice that every object produced by `Get-WmiObject`, for example, includes a couple of `ScriptMethods` for reformatting dates. The `Convert-ToDateTime` script method is useful and saves a lot of additional effort.

27.3.4 `DefaultDisplayPropertySet`

Because Microsoft once had big plans for property sets—most of which were never realized—the XML for creating a `DefaultDisplayPropertySet` is a bit more complicated than you might think necessary. A property set is a collection of properties that can be referenced by a single property name. The `DefaultDisplayPropertySet` is therefore made up of a few other properties, hence the complexity:

```
<MemberSet>
  <Name>PSStandardMembers</Name>
  <Members>
    <PropertySet>
      <Name>DefaultDisplayPropertySet</Name>
      <ReferencedProperties>
        <Name>ID</Name>
        <Name>Name</Name>
      </ReferencedProperties>
    </PropertySet>
  </Members>
</MemberSet>
```

We know, it's a lot. You're just worried about the `<Name></Name>` tag pairs that identify the properties you want displayed by default. Here, you're identifying two: `Name` and `ID`. Because that's less than five, it'll be displayed as a table. But keep in mind that PowerShell doesn't even look for a `DefaultDisplayPropertySet` unless it can't find a predefined view. In the case of the process type, there's a predefined view, which constructs the familiar multicolumn table that you see when you run `Get-Process`. As a result, your `DefaultDisplayPropertySet` won't have any effect on the shell's operation or output.

27.4 A complete example

Next, you'll create a short script that illustrates how these type extensions are used. This isn't how you'd normally deploy a type extension; it's preferable to load them as part of a module. In chapter 32 that's exactly what you'll do. For right now, let's keep things simple and have the script load the type extension file every time you run it.

First, create the type extension file shown in listing 27.1. Save it as `Our-Types.ps1xml` in your `C` directory. Next, create the script shown in listing 27.2, which uses the type extension. This type extension is for a new type that you're creating in your script.

Listing 27.1 OurTypes.ps1xml

```

<?xml version="1.0" encoding="utf-8" ?>
<Types>
  <Type>
    <Name>OurTypes.Computer</Name>
    <Members>
      <AliasProperty>
        <Name>Host</Name>
        <ReferencedMemberName>ComputerName</ReferencedMemberName>
      </AliasProperty>
      <ScriptProperty>
        <Name>MfgModel</Name>
        <GetScriptBlock>
          $this.Model + ' ' + $this.Manufacturer
        </GetScriptBlock>
      </ScriptProperty>
      <ScriptMethod>
        <Name>IsReachable</Name>
        <Script>
          Test-Connection $this.computername -quiet
        </Script>
      </ScriptMethod>
      <MemberSet>
        <Name>PSStandardMembers</Name>
        <Members>
          <PropertySet>
            <Name>DefaultDisplayPropertySet</Name>
            <ReferencedProperties>
              <Name>ComputerName</Name>
              <Name>MfgModel</Name>
            </ReferencedProperties>
          </PropertySet>
        </Members>
      </MemberSet>
    </Members>
  </Type>
</Types>

```

Listing 27.2 The type extension test script

```

param([string]$computername)

Update-TypeData -AppendPath C:\OurTypes.ps1xml -EA SilentlyContinue

$bios = Get-WmiObject -class Win32_BIOS -ComputerName $computername
$cs = Get-WmiObject -class Win32_ComputerSystem -ComputerName $computername
$properties = @{ComputerName=$computername
               Manufacturer=$cs.manufacturer
               Model=$cs.model
               BIOSSerial=$bios.serialnumber}

$obj = New-Object -TypeName PSObject -Property $properties
$obj.PSObject.TypeNames.Insert(0,"OurTypes.Computer")
Write-Output $obj

```

Notice that the script in listing 27.2 uses `-EA SilentlyContinue` when it attempts to load the type extension. That's because you'll get an error if you try to load an extension that's already in memory. For this simple demonstration, you're suppressing the error.

Running your script produces the following output:

```
ComputerName                MfgModel
-----
localhost                    VMware Virtual Platform VMware, Inc.
```

If you pipe your script's output to `Get-Member`, you'll see this:

```
TypeName: OurTypes.Computer

Name      MemberType      Definition
----      -
Host      AliasProperty   Host = ComputerName
Equals    Method           bool Equals(System.Object obj)
GetHashCode Method          int GetHashCode()
GetType   Method           type GetType()
ToString  Method           string ToString()
BIOSerial NoteProperty     System.String BIOSerial=VMware-56 4d 47 10...
ComputerName NoteProperty     System.String ComputerName=localhost
Manufacturer NoteProperty     System.String Manufacturer=VMware, Inc.
Model      NoteProperty     System.String Model=VMware Virtual Platform
IsReachable ScriptMethod      System.Object IsReachable();
MfgModel   ScriptProperty   System.Object MfgModel {get=$this.Model + '...'}
```

You can see that your `ScriptMethod` and `ScriptProperty` are both there, as well as your `AliasProperty`. Your default display only included the two properties you specified as your `DefaultDisplayPropertySet`. You can also see your `ScriptMethod` in action:

```
PS C:\> $object = ./test localhost
PS C:\> $object.IsReachable()
True
```

Now, we do have to admit to something: Given that the object produced by the script was created by that script, we could've had you add your `AliasProperty`, `ScriptProperty`, and `ScriptMethod` right in the script. We suppose you could've added the `DefaultDisplayPropertySet` that way too, although the syntax is pretty complicated. So why bother with the XML file? Because you may produce this same type of object in other scripts. You can also control the default data displayed by your object. By defining these type extensions in the XML file and loading that into memory, you're applying your extensions to this object type no matter where it's created. It's a much more centralized way of doing things, and it keeps your script nice and easy to read.

27.5 Updating type data dynamically

If you've made it this far into the chapter, you're probably thinking that creating custom type extensions is a lot of work. Well, it doesn't have to be. One of the reasons

we went through the previous material is so that you understand how it all works. Now that you do, we'll show you some easier PowerShell v3 ways to add custom type extensions.

Earlier we showed you how to use `Update-TypeData` to load type extensions from an XML file. But you can also use the cmdlet to define a type extension for the current PowerShell session without an XML file. You'll need to know the type name, which you can get by piping an object to `Get-Member`, the type of member (such as `ScriptProperty`), and a value. Here's a quick example:

```
Update-TypeData -TypeName system.io.fileinfo `
-MemberType ScriptProperty -MemberName IsScript `
-Value {
$extensions=".ps1",".bat",".vbs",".cmd"
if ($this.extension -in $extensions) {$True} else {$False}
}
```

This command is adding a `ScriptProperty` to the `file` object type. The name of this new member is `IsScript`. The value will be calculated for each file by testing if the file extension of the current object (`$this`) is in a defined list of script extensions. If it is, the value will be `True`.

Once it's loaded, you can run a command like this:

```
PS C:\> dir c:\work\ -file | select Name,IsScript
```

Name	IsScript
----	-----
a.xml	False
AccessMaskConstants.ps1	True
acl-formatdemo.ps1	True
add-managemember.ps1	True
add-managemember2.ps1	True
Audit.ps1	True
b.txt	False
b.xml	False
Backup-EventLog.ps1	True
Backup-EventLogv2.ps1	True
Backup-FolderToCloud.ps1	True
Backup-VM.ps1	True
BackupAllEventLogs.ps1	True
...	

Remember, the new property isn't part of the default display so you need to specify it.

For quick, ad hoc type extensions, this approach is handy. You can also redefine types without having to start a new PowerShell session. If your extension doesn't work the way you want, revise and add it again, but use the `-Force` parameter to overwrite the existing type extension.

You can't accomplish everything that you can in an XML file, and if you need to define multiple members, you'll need multiple commands. The following listing demonstrates how to add several new type extensions.

Listing 27.3 Adding dynamic type extensions

```

$type="System.Management.ManagementObject#root\cimv2\Win32_OperatingSystem"

Update-TypeData -TypeName $type `
-MemberType ScriptProperty -MemberName LastBoot `
-Value { $This.ConvertToDateTime($this.LastBootUpTime)}
Update-TypeData -TypeName $type `
-MemberType ScriptProperty -MemberName Installed `
-Value { $This.ConvertToDateTime($this.InstallDate)}
Update-TypeData -TypeName $type `
-MemberType AliasProperty -MemberName OperatingSystem `
-Value {Caption}
Update-TypeData -TypeName $type `
-MemberType AliasProperty -MemberName Computername `
-Value {CSName}
Update-TypeData -TypeName $type `
-MemberType AliasProperty -MemberName ServicePack `
-Value {CSDVersion}
Update-TypeData -TypeName $type `
-DefaultDisplayPropertySet
    Computername,Operatingsystem,ServicePack,OSArchitecture,
    Installed,LastBoot

```

- 1 Define script property
- 2 Define script property
- 3 Define alias property
- 4 Define alias property
- 5 Define alias property
- 6 Define default display property set

Listing 27.3 first defines new properties (1, 2). The existing properties are formatted in the less-than-friendly WMI date time format. We like easy-to-read date times, so this listing uses the `ConvertToDateTime` method that's part of every WMI object in PowerShell and converts the existing value. You can't overwrite the existing value, `LastBootUpTime`, because you'll end up in a loop. That's why you created new properties.

You then created alias properties (3, 4, 5). Some WMI property names are less than meaningful. Finally, you redefined the default display property (6) to use the new properties. This means that when you display a `Win32_OperatingSystem` object, you'll get a new default display. You might've preferred to create a `PropertySet`, which would leave the default intact. But you can't do that dynamically. This is a situation where using an XML file would be a better solution.

You can confirm the changes by looking at an instance of `Win32_OperatingSystem` with `Get-Member`:

```

PS C:\> get-wmiobject win32_operatingsystem | gm -MemberType
AliasProperty,ScriptProperty

    TypeName:
System.Management.ManagementObject#root\cimv2\Win32_OperatingSystem

Name                MemberType          Definition
----                -
Computername        AliasProperty       Computername = CSName
OperatingSystem     AliasProperty       OperatingSystem = Caption

```

```

PSComputerName  AliasProperty PSComputerName = __SERVER
ServicePack     AliasProperty ServicePack = CSDVersion
Installed       ScriptProperty System.Object Installed {get=
$This.Conve...
LastBoot        ScriptProperty System.Object LastBoot {get=
$This.Conver...

```

And here's what it looks like in action:

```

PS C:\> get-wmiobject win32_operatingsystem -comp SRV01

Computername      : SRV01
Operatingsystem   : Microsoft Windows Server 2008 R2 Datacenter
ServicePack       : Service Pack 1
OSArchitecture    : 64-bit
Installed          : 4/26/2011 8:53:03 PM
LastBoot          : 10/24/2012 1:49:01 PM

```

These extensions will remain for the duration of the current PowerShell session.

27.6 *Get-TypeData*

Another PowerShell v3 new feature is the ability to examine all of the currently installed type extensions with `Get-TypeData`:

```

PS C:\> get-typedata

TypeName          Members
-----
System.Array      { [Count,
System.Management.Au...
System.Xml.XmlNode { [ToString,
System.Management...
System.Xml.XmlNodeList { [ToString,
System.Management...
System.Management.Automation.PSDriveInfo { [Used,
System.Management.Aut...
System.DirectoryServices.PropertyValu... { [ToString,
System.Management...
System.Drawing.Printing.PrintDocument { [Name,
System.Management.Aut...
System.Management.Automation.Applicat... { [FileVersionInfo, System.Ma...
System.DateTime  { [DateTime, System.Managemen...
System.Net.IPAddress { [IPAddressToString,
System.M...
...

```

The output is a `TypeData` object. Let's look at the WMI object:

```

PS C:\> Get-TypeData $type | select *

TypeName          : System.Management.ManagementObject#root\
                   cimv2\Win32_OperatingSystem...
Members           : { [Installed,
                   System.Management.Automation.Runspaces.
                   ScriptPropertyData],
                   [OperatingSystem,

```

```

System.Management.Automation.Runspaces.
AliasPropertyData],
[Computername,
System.Management.Automation.Runspaces.
AliasPropertyData],
[ServicePack,
System.Management.Automation.Runspaces.
AliasPropertyData]...}

TypeConverter           :
TypeAdapter             :
IsOverride              : False
SerializationMethod     :
TargetTypeForDeserialization :
SerializationDepth     : 0
DefaultDisplayProperty :
InheritPropertySerializationSet : False
StringSerializationSource :
DefaultDisplayPropertySet : System.Management.Automation.Runspaces.
PropertySetData

DefaultKeyPropertySet  :
PropertySerializationSet :

```

You can see the new members you defined. You can also see the new default display property set:

```

PS C:\> Get-TypeData $type |
>> select -ExpandProperty DefaultDisplayPropertySet
>>

ReferencedProperties
-----
{Computername, OperatingSystem, ServicePack, OSArchitecture...}

```

27.7 Remove-TypeData

If you decide to revert your type extensions, you can use the new `Remove-TypeData` cmdlet. This cmdlet will remove extensions from the current session regardless of whether they were loaded from an XML file or dynamically. Only the extensions in the current session, and no XML files, are deleted. Go ahead and remove the WMI extensions you've been testing:

```
PS C:\> Remove-TypeData $type
```

You can now continue in your current session and `Win32_OperatingSystem` instances will be displayed just as before. Well, almost. When you remove the type it also removes the default display property set, so the next time you run a command you'll get all properties. If you think you might need to revert, save the default display set first:

```
PS C:\> $dds = get-typedata $type |
select -ExpandProperty DefaultDisplayPropertySet |
select -expand ReferencedProperties

```

Then, should you need to reset them, you can do so dynamically:

```
PS C:\> Update-TypeData -TypeName $type -DefaultDisplayPropertySet $dds
```

The only way to return to a completely default environment is to start a new PowerShell session, but if you plan ahead it might save some headaches.

27.8 Summary

Type extensions aren't something every administrator needs to worry about. They're definitely a specialized piece of PowerShell. But when you run into a situation that calls for them, it's certainly nice to know how they work. Keep in mind that those XML files are case sensitive! We usually prefer to copy and paste chunks of XML from Microsoft's `types.ps1xml` file and then modify our pasted parts to suit our needs. That way, we're much less likely to mess up the XML. Always, always remember *not* to modify the default PowerShell type files but create your own and use `Update-TypeData` to load them into memory either from an XML file or dynamically.

Data language and internationalization

This chapter covers

- Creating localized data tables
- Using PSD1 files
- Testing localized scripts

PowerShell v2 introduced a *data language* element for the shell, designed to help separate text from the functional code of a script or command. By separating text, you can make it easier to swap out alternate versions of that text. The primary use case for doing so is *localizing* a script, meaning you swap out your original language text strings for an alternate language. *Internationalization* is the act of designing your code to enable this swap out of language-specific data.

We acknowledge up front that this is a fairly specialized feature and that few administrators will typically use it, though if you're working for a large multinational company this might just be a big help. We're including it to help ensure that this book is as complete as possible, but we'll keep it brief. You can find additional help in two of PowerShell's help files: `about_script_internationalization` and `about_data_sections`.

28.1 Internationalization basics

Internationalization is implemented through several specific features in PowerShell:

- A data section, which we'll discuss next, that contains all of the text strings intended for display or other output.
- Two built-in variables, `$PSCulture` and `$PSUICulture`, that store the name of the user interface language in use by the current system. That way, you can detect the language that the current user is using in Windows. `$PSCulture` contains the language used for regional settings such as date, time, and currency formats, whereas `$PSUICulture` contains the language for user interface elements such as menus and text strings.
- `ConvertFrom-StringData`, a cmdlet that converts text strings into a hash table, which makes it easier to import a batch of strings in a specific language and then use them from within your script. By varying the batch that you import, you can dynamically vary what your script outputs.
- The PSD1 file type, which in addition to being used for module manifests, can be used to store language-specific strings. You provide a single PSD1 file for each language you want to support.
- `Import-LocalizedData`, a cmdlet that imports translated text strings for a specific language into a script.

Changes to the handling of culture

Don't assume anything about the cultures that PowerShell is running. One of us is based in the UK and in PowerShell v2 gets these results returned for `$PSCulture` and `$PSUICulture`:

```
PS C:\> $psculture
en-GB
PS C:\> $psuiculture
en-US
```

Notice that `$PSCulture` is what you'd expect, but that the UI culture is set to US English. Additional cultural information can be found by using `Get-Culture` and `Get-UICulture`.

You should also note that in PowerShell v2 the culture can be changed, but the UI culture is dependent on the cultural version of Windows installed. This can have unintended consequences when you're trying to run a localized script.

In PowerShell v3 this changes:

```
PS C:\> $PSCulture
en-GB
PS C:\> $PSUICulture
en-GB
```

The UI culture now reflects the system settings rather than being fixed.

Windows 8/2012 have an International module that enables changes to cultural settings. You do have to restart PowerShell for the changes to take effect. An alternative method of temporarily changing the current culture is presented in section 28.4. This is great for testing multiple cultural scenarios.

We figure the best way to show you all of this is to dive into a sample project and explain as we go, so that's what we'll do. We're going to start with a script (shown in listing 28.1) that's functionally very simple.

NOTE The scripts in this chapter are written and tested on PowerShell v3. Don't assume backward compatibility to PowerShell v2 on your system, especially if it uses a culture different from the ones we've used.

Notice that it includes several `Write-Verbose` statements that output strings of text. We'll focus on those for our internationalization efforts. For our examples, we're using Google Translate to produce non-English text strings. We hope any native speakers of our chosen languages will forgive any translation errors!

Listing 28.1 Our starting point, Tools.psm1

```
function Get-OSInfo {
    [CmdletBinding()]
    param(
        [Parameter(Mandatory=$True, ValueFromPipeline=$True)]
        [string[]]$computerName
    )
    BEGIN {
        Write-Verbose "Starting Get-OSInfo"
    }
    PROCESS {
        ForEach ($computer in $computername) {
            try {
                $connected = $True
                Write-Verbose "Attempting $computer"
                $os = Get-WmiObject -ComputerName $computer `
                    -class Win32_OperatingSystem `
                    -EA Stop
            } catch {
                $connected = $false
                Write-Verbose "Connection to $computer failed"
            }
            if ($connected) {
                Write-Verbose "Connection to $computer succeeded"
                $cs = Get-WmiObject -ComputerName $computer `
                    -class Win32_ComputerSystem
                $props = @{ 'ComputerName'=$computer;
                    'OSVersion'=$os.version;
                    'Manufacturer'=$cs.manufacturer;
                    'Model'=$cs.model}
            }
        }
    }
}
```

Write-
verbose
calls

```

        $obj = New-Object -TypeName PSObject -Property $props
        Write-Output $obj
    }
}
END {
    Write-Verbose "Ending Get-OSInfo"
}
}

```

← Write-verbose calls

NOTE This listing uses the backtick (```) character so that longer lines could be broken into multiple physical lines. If you're typing this in, be sure to include the backtick character, and make sure it's the very last thing on the line—it can't be followed by any spaces or tabs. We don't think it's the prettiest way to type code, but it makes it easier to fit it within the constraints of the printed page.

Save this script as `Tools.psm1` in `\Documents\WindowsPowerShell\Modules\Tools\`. Doing so will enable it to be autoloaded when PowerShell starts. Alternatively, you can load it into the console by running `Import-Module tools` and test it by running `Get-OSInfo -computername $env:COMPUTERNAME`. If you're going to follow along, make sure that you can successfully complete those steps before continuing.

28.2 Adding a data section

Currently, your script has hardcoded strings—primarily the `Write-Verbose` statements, which we're going to address—but also the output object's property names. You could also localize the property names, but we're not going to ask you to do that. Generally speaking, even Microsoft doesn't translate those because other bits of code might take a dependency on the property names, and translating them would break those dependencies. If you wanted the property names to *display* with translated column names, then you could use a custom view to do that. You also can't localize any parameter help messages in comment-based help that you might've added to your scripting project.

Take a look at the next listing, where you're adding a data section to contain your default strings.

Listing 28.2 Adding a data section to `Tools.psm1`

```

$msgTable = Data {
    # culture="en-US"
    ConvertFrom-StringData @'
        attempting = Attempting
        connectionTo = Connection to
        failed = failed
        succeeded = succeeded
        starting = Starting Get-OSInfo
        ending = Ending Get-OSInfo
    '@
}

```

← 1 Data section

```

function Get-OSInfo {
    [CmdletBinding()]
    param(
        [Parameter(Mandatory=$True, ValueFromPipeline=$True)]
        [string[]]$computerName
    )
    BEGIN {
        Write-Verbose $msgTable.starting
    }
    PROCESS {
        ForEach ($computer in $computerName) {
            try {
                $connected = $True
                Write-Verbose "$($msgTable.attempting) $computer"
                $os = Get-WmiObject -ComputerName $computer `
                    -class Win32_OperatingSystem `
                    -EA Stop
            } catch {
                $connected = $false
                Write-Verbose "$($msgTable.connectionTo) $computer
                $($msgTable.failed) "
            }
            if ($connected) {
                Write-Verbose `
                "$($msgTable.connectionTo) $computer $($msgTable.succeeded) "
                $cs = Get-WmiObject -ComputerName $computer `
                    -class Win32_ComputerSystem
                $props = @{'ComputerName'=$computer;
                    'OSVersion'=$os.version;
                    'Manufacturer'=$cs.manufacturer;
                    'Model'=$cs.model}
                $obj = New-Object -TypeName PSObject -Property $props
                Write-Output $obj
            }
        }
    }
    END {
        Write-Verbose $msgTable.ending
    }
}

Export-ModuleMember -function "Get-OSInfo"

```

String property

Export-ModuleMember

In listing 28.2, you've added a data section ❶. This utilizes the `ConvertFrom-String-Data` cmdlet to convert a here-string into a hash table. The end result is that you'll have a `$msgTable` object, with properties named `connectionTo`, `starting`, `ending`, and so on. The properties will contain the English-language values shown in the script. You can then use those properties ❷ whenever you want to display the associated text. Because this is a script module, it'd ordinarily make the `$msgTable` variable accessible to the global shell, once the module is imported. You don't want that; you'd rather `$msgTable` remain *internal use only* within this module. So you've also added an `Export-ModuleMember` call ❸. By exporting your `Get-OSInfo` function, everything

else—that is, everything you don’t explicitly export—remains private to the module and accessible only to other things within the script file.

Test this by removing the module, reimporting it, and then running it. Be sure to use the `-Verbose` switch so that you can test your localized output. Here’s what it should look like:

```
PS C:\> remove-module tools
PS C:\> import-module tools
PS C:\> Get-OSInfo -computerName localhost

Manufacturer      OSVersion          ComputerName      Model
-----
VMware, Inc.      6.1.7601           localhost         VMware Virtua...

PS C:\> Get-OSInfo -computerName localhost -verbose
VERBOSE: Starting Get-OSInfo
VERBOSE: Attempting localhost
VERBOSE: Connection to localhost succeeded

Manufacturer      OSVersion          ComputerName      Model
-----
VMware, Inc.      6.1.7601           localhost         VMware Virtua...
VERBOSE: Ending Get-OSInfo
```

As you can see, your changes seem to be successful. Your verbose output is displaying with the correct English-language strings. Now you can move on to the next step: creating translated versions of those strings.

28.3 *Storing translated strings*

You need to set up some new text files and a directory structure to store the translated strings. Each text file will contain a copy of your data section. Begin by creating the following new directories and files:

- `\Documents\WindowsPowerShell\Modules\Tools\de-DE\Tools.PSD1`
- `\Documents\WindowsPowerShell\Modules\Tools\es\Tools.PSD1`

By doing so, you create two localized languages, German and Spanish. The “es” and “de-DE,” as well as the “en-US” used in your data section, are language codes defined by Microsoft. You have to use the correct codes, so be sure to consult the list at [http://msdn.microsoft.com/en-us/library/ms533052\(v=vs.85\).aspx](http://msdn.microsoft.com/en-us/library/ms533052(v=vs.85).aspx). The filenames must also match the name of the module or script file that you’re localizing.

With the files created, copy your `ConvertFrom-StringData` command from the original script into the two new PSD1 files. You’ll then translate the strings. Listings 28.3 and 28.4 show the final result. As we said, you’re just using Google Translate here—we’re sure the results will be amusing to anyone who knows what these mean!

Listing 28.3 German version of Tools.PSD1

```
ConvertFrom-StringData @'
    attempting = Versuch
    connectionTo = Der anschluss an
```

```

failed = gescheitert
succeeded = gelungen
starting = Ab Get-OSInfo
ending = Ende Get-OSInfo
'@

```

Listing 28.4 Spanish version of Tools.PSD1

```

ConvertFrom-StringData @"
    attempting = Intentar
    connectionTo = Conexion a
    failed = fracasado
    succeeded = exito
    starting = A partir Get-OSInfo
    ending = Final Get-OSInfo
"@

```

NOTE The way in which you type the here-strings is very specific. The closing '@' can't be indented—it must be typed in the first two characters of a line, all by itself. Read about `_here_strings` in PowerShell for more information on them.

You also have to move the en-US version of the data out into its own PSD1 file; otherwise, you'll see this sort of error when you try to import the module:

```

PS C:\> Import-Module tools -Force
Import-LocalizedData : Cannot find PowerShell data file
'toolsPSD1' in directory 'C:\Scripts\Modules\tools\en-US\' or
any parent culture directories.
At C:\Scripts\Modules\tools\tools.psm1:12 char:1
+ Import-LocalizedData -BindingVariable $msgTable
+ ~~~~~
    + CategoryInfo          : ObjectNotFound: (C:\Scripts\Modu...n-
US\toolsPSD1:String) [Import-LocalizedData],
PSInvalidOperationException + FullyQualifiedErrorId :
ImportLocalizedData,
Microsoft.PowerShell.Commands.ImportLocalizedData

```

If you allow PowerShell v3 automatic loading of the module to occur, you'll get an error that looks like this:

```

Write-Verbose : Cannot bind argument to parameter 'Message' because it is
null

```

But the output should be produced. There are no guarantees on cultures we haven't tested.

The following listing shows the file. Save it in an en-US subfolder of your module folder.

Listing 28.5 en-US version of Tools.PSD1

```

ConvertFrom-StringData @"
    attempting = Attempting
    connectionTo = Connection to
    failed = failed

```

```

succeeded = succeeded
starting = Starting Get-OSInfo
ending = Ending Get-OSInfo
'@

```


You're not quite ready to retest the script; you must modify it to load the translated data. That's done with the `Import-LocalizedData` cmdlet, and one of the two built-in variables we mentioned earlier will play a role. The cmdlet automatically uses `$PSUICulture`'s contents to figure out which PSD1 file to import. That means it can be tricky to test on a single-language Windows installation! We've made use of our international MVP contacts, who own localized versions of Windows, to help us test this. The following listing shows the changes to `Tools.psm1`.

Listing 28.6 Modifying `tools.psm1` to import the current language

```

Import-LocalizedData -BindingVariable msgTable
function Get-OSInfo {
    [CmdletBinding()]
    param(
        [Parameter(Mandatory=$True, ValueFromPipeline=$True)]
        [string[]]$computerName
    )
    BEGIN {
        Write-Verbose $msgTable.starting
    }
    PROCESS {
        ForEach ($computer in $computername) {
            try {
                $connected = $True
                Write-Verbose "($msgTable.attempting) $computer"
                $os = Get-WmiObject -ComputerName $computer `
                    -class Win32_OperatingSystem `
                    -EA Stop
            } catch {
                $connected = $false
                Write-Verbose `
                    "$($msgTable.connectionTo) $computer $($msgTable.failed)"
            }
            if ($connected) {
                Write-Verbose `
                    "$($msgTable.connectionTo) $computer $($msgTable.succeeded)"
                $cs = Get-WmiObject -ComputerName $computer `
                    -class Win32_ComputerSystem
                $props = @{'ComputerName'=$computer;
                    'OSVersion'=$os.version;
                    'Manufacturer'=$cs.manufacturer;
                    'Model'=$cs.model}
                $obj = New-Object -TypeName PSObject -Property $props
                Write-Output $obj
            }
        }
    }
}
END {

```



1 Import current language

```

        Write-Verbose $msgTable.ending
    }
}

Export-ModuleMember -function "Get-OSInfo"

```

Listing 28.6 adds the `Import-LocalizedData` command **1**. Because it isn't contained in a function, it's executed when your module is loaded. The binding variable will be used to define a hash table of localized strings. Make sure you don't insert a `$` in front of the variable. The neat thing about this command is that it automatically reads `$PSUICulture`, which we've mentioned, and looks for the PSD1 file in the appropriate subfolder. If it doesn't find the right file, it throws an error as shown.

28.4 Testing localization

Testing nonnative localization is bit more difficult. Ideally you'll want to test on a computer running the appropriate language. But there's a workaround—okay, a hack—that you can use to test localization. You can't just assign a new value to the `$PSUICulture` variable. You must start a temporary PowerShell thread using a new culture, as shown in the next listing.

Listing 28.7 Testing localization with `Using-Culture.ps1`

```

Param (
    [Parameter(Position=0,Mandatory=$True,`
    HelpMessage="Enter a new culture like de-DE")]
    [ValidateNotNullOrEmpty()]
    [System.Globalization.CultureInfo]$culture,
    [Parameter(Position=1,Mandatory=$True,`
    HelpMessage="Enter a scriptblock or command to run.")]
    [ValidateNotNullOrEmpty()]
    [scriptblock]$ScriptBlock
)

Write-Verbose "Testing with culture $culture"

#save current culture values
$OldCulture = $PSCulture
$OldUICulture = $PSUICulture

#define a trap in case something goes wrong so we can revert back.
#better safe than sorry
trap
{
    [System.Threading.Thread]::CurrentThread.CurrentCulture = $OldCulture
    [System.Threading.Thread]::CurrentThread.CurrentUICulture = $OldUICulture
    Continue
}

#set the new culture
[System.Threading.Thread]::CurrentThread.CurrentCulture = $culture
[System.Threading.Thread]::CurrentThread.CurrentUICulture = $culture

#run the command
Invoke-command $ScriptBlock

```



```
#roll culture settings back
[System.Threading.Thread]::CurrentThread.CurrentCulture = $OldCulture
[System.Threading.Thread]::CurrentThread.CurrentUICulture = $OldUICulture
```

To use this test function, specify a culture and a scriptblock of PowerShell commands to execute. The script modifies the culture of the thread and then invokes the scriptblock. Use the following to test your module:

```
PS C:\> F:\Using-Culture.ps1 de-de {import-module tools -force; get-osinfo
    client2 -verbose}
VERBOSE: Ab Get-OSInfo
VERBOSE: Versuch client2
VERBOSE: Der anschluss an client2 gelungen

Model                ComputerName          OSVersion             Manufacturer
-----                -
VirtualBox           client2               6.1.7601              innotek GmbH
VERBOSE: Ende Get-OSInfo
```

The `-Force` parameter is used when importing the module to ensure that the culture is refreshed correctly. It isn't necessary to run PowerShell with elevated privileges to work with cultures in this way. We do recommend that you check carefully that your settings have been put back to the correct values when you've finished!

Although we've been demonstrating using a module, you can localize individual scripts and functions as well. Jeff has done a fair amount of localization work for a client that includes many standalone functions. Let's look at another localization example that also demonstrates how to incorporate variables into your localized strings using the `-f` operator.

The following listing is the main script that contains a single function.

Listing 28.8 A localized function, `Get-Data.ps1`

```
Import-LocalizedData -BindingVariable msgTable

Function Get-Data {
    [cmdletbinding()]
    Param()

    Write-Verbose ($msgtable.msg3 -f (Get-Date), $myinvocation.mycommand)

    Write-Host $msgtable.msg5 -foreground Magenta
    $svc=Get-Service | where {$_.status -eq "running"}

    Write-Host ($msgtable.msg1 -f $svc.count)

    Write-Host $msgtable.msg6 -foreground Magenta
    $procs=Get-Process

    Write-Host ($msgtable.msg2 -f $procs.count, $env:computername)

    Write-verbose ($msgtable.msg4 -f (Get-Date), $myinvocation.mycommand)
}
```

The function in listing 28.8 isn't the most groundbreaking function, but it makes a nice demonstration. Notice that you've moved the message strings to a culture-specific PSD1 file. Again, this will require a subfolder named for the appropriate culture. You're testing with en-US and de-DE (listings 28.9 and 28.10).

Listing 28.9 English Get-DataPSD1

```
#English US strings
ConvertFrom-StringData @"
MSG1= Found {0} services that are running.
MSG2= Found {0} processes on the computer {1}.
MSG3= {0} Starting command {1}
MSG4= {0} Ending command {1}
MSG5= Getting the list of services that are currently running.
MSG6= Getting all of the running processes.
"@
```

Listing 28.10 German Get-DataPSD1

```
#localized German strings
ConvertFrom-StringData @"
MSG1= Gefunden {0} Dienste, die ausgeführt.
MSG2= Gefunden {0} Prozesse auf dem Computer {1}.
MSG3= {0} Ab Befehl {1}
MSG4= {0} Ende-Befehl {1}
MSG5= Getting der Liste der Dienste, die derzeit ausgeführt werden.
MSG6= Getting alle laufenden Prozesse.
"@
```

First, run the function on a computer that uses the en-US culture:

```
PS C:\> get-data -verbose
VERBOSE: 1/25/2012 8:35:19 PM Starting command Get-Data
Getting the list of services that are currently running.
Found 67 services that are running.
Getting all of the running processes.
Found 37 processes on the computer CLIENT2.
VERBOSE: 1/25/2012 8:35:19 PM Ending command Get-Data
```

Now, test it with your Using-Culture script:

```
PS C:\> F:\Using-Culture.ps1 de-de { . f:\get-data.ps1;get-data -verbose }
VERBOSE: 25.01.2012 20:37:59 Ab Befehl Get-Data
Getting der Liste der Dienste, die derzeit ausgeführt werden.
Gefunden 67 Dienste, die ausgeführt.
Getting alle laufenden Prozesse.
Gefunden 37 Prozesse auf dem Computer CLIENT2.
VERBOSE: 25.01.2012 20:37:59 Ende-Befehl Get-Data
```

Notice that the values have been inserted into the placeholders. Also notice that the date time format was affected by the change in culture.

Richard took the en-US folder and copied it as en-GB (British English). The date was displayed correctly for that culture. This shows how you can deal with minor cultural differences as well as language issues.

A bit more about data sections

The data section in a script or a PSD1 file has a strict syntax. In general, it can contain only supported cmdlets like `ConvertFrom-StringData`. It can also support PowerShell operators (except `-match`), so that you can do some logical decision making using the `If...ElseIf...Else` construct; no other scripting language constructs are permitted. You can access the `$PSCulture`, `$PSUICulture`, `$True`, `$False`, and `$Null` built-in variables but no others. You can add comments, too. There's a bit more to them, but that's the general overview of what's allowed. You're not meant to put much code in there; they're intended to separate string data from your code, not to contain a bunch *more code*.

28.5 Summary

We don't see a lot of cases where administrators need to write localized scripts, but we can certainly imagine them. Larger, international organizations might well want to make the effort to localize scripts, especially when the output will be shown to end users rather than other administrators. PowerShell's built-in support for handling multilanguage scripts is fairly straightforward to use, and as you've seen here it's not difficult to convert a single-language script to this multilanguage format.

29

Writing help

This chapter covers

- Writing comment-based help
- Writing About content help
- Writing XML-based help

As you develop your own scripts and functions, or even if you dive into .NET Framework programming and create your own binary cmdlets, you'll doubtless want to include help with them. PowerShell's help system is a crucial feature for shell users, giving them the ability to discover, learn, and use commands. Without help, your functions and cmdlets become essentially invisible, unlearnable, and unusable. Fortunately, PowerShell makes it relatively easy to write your own help.

One thing we've seen in recent Scripting Games is that many people try to develop their own way of delivering help. This is a bad idea because it takes time and effort that's better spent in developing additional functionality for your organization. Use comment-based help or XML-based help as described in this chapter to provide the information your users need while minimizing the work you must do.

29.1 *Comment-based help*

The easiest way to provide help is using the shell's comment-based help feature (read `about_comment_based_help` in the shell for full details). This feature scans scripts, functions, and modules for specially formatted block comments, which use certain keywords to define the common sections of a help file: synopsis, description, parameters, examples, and so forth. Here's an example of a comment block:

```
<#
.SYNOPSIS
Get-OSInfo retrieves operating system information
from one or more remote computers.
.DESCRPTION
This command uses a CIM connection to contact
remote computers, and therefore requires that
WinRM be enabled and working. Three different
CIM/WMI classes are queried, and the results are
output as a single, consolidated object.
.PARAMETER Computername
Accepts one or more computer names or IP addresses.
.PARAMETER Errorlog
Accepts the path and file name of a text file
to which failed computer names will be written.
.EXAMPLE
This example queries a single computer:
    Get-OSInfo -computerName SERVER2
.EXAMPLE
This example uses pipeline input to query
all computers listed in Names.txt. That file is
expected to have one computer name per line.
    Get-Content Names.txt | Get-OSInfo
.LINK
    Get-WmiObject
#>
```

NOTE We used a block comment, which is surrounded by the `<#` and `#>` tags. It's also legal to create comment-based help with the `#` character at the start of each line, but we find that block comments are easier to type, edit, and read.

Some things to note about this example:

- The keywords `.SYNOPSIS`, `.DESCRIPTION`, and so forth don't need to be in uppercase, but typing them this way does help them stand out visually to someone viewing the script.
- The keywords can occur in any order, although they typically follow our example. In any event, we recommend being consistent.
- Examples aren't numbered. The shell will automatically number them in the order in which they appear. Include as many examples as you'd like. You also don't need to include the shell prompt. The help system will add that automatically. We do recommend, however, adding some explanation after your code example.

- A `.PARAMETER` block should be provided for each parameter that your command exposes. Specify the parameter name after the `.PARAMETER` keyword, as in this example. The help system will pick up on whether your parameter can take pipeline input, what type of object it is, and whether it accepts arrays. But in addition to a brief description, you might want to add information on any aliases or default values.
- Under `.LINK`, add as many cross references as you'd like. These will show up under `RELATED LINKS` when help is displayed. Optionally, you can add a single URL to point to online help. You should only have a single URL and it must be under its own `.LINK` heading like this:

```
.LINK
    http://intranet/help/Get-OSInfo.htm
.LINK
    Get-WmiObject
    Get-CIMInstance
```

- For a minimally useful help display, include the sections we have in this example: a synopsis, longer description, parameters, and at least one example. Other keywords and sections are available and can be discovered by reading the `about_comment_based_help` file in the shell.

The real trick with comment-based help is in where you put it.

- For functions, the comment block can appear here:
 - Immediately before the function keyword that defines the function, with no more than one blank line between the last line of the comment block and the function keyword.
 - Immediately after the function keyword and within the body of the function. This is the style we prefer and use.
 - At the very end of the function but still within the body of the function. If you use this option, be sure to leave a blank line between the closing comment and the `}` that closes the function.
- For scripts, the comment block can appear here:
 - At the beginning of the script file, preceded only by comment lines or blank lines but not by any code or commands.
 - If the first code in the script body is a function declaration, then any help for the script itself must be followed by at least two blank lines between the last line of help and the function declaration (or the function's help).
 - At the end of the script, unless the script is signed, in which case this isn't a valid location.

NOTE Follow the rules for scripts when adding module-level help to a script module. But if your module includes a number of standalone scripts with your functions, each function can have its own comment-based help.

When your function is loaded into the shell, you should be able to run `Get-Help` for your command just as if it were a cmdlet. But if you have an error in your comment-based help, all you'll see is your syntax with no idea of why there's no help. Usually it's because a keyword has been misspelled or you're missing the leading period before each keyword. Sometimes the best solution is to let another set of eyes look at your script.

Finally, don't think you need to create all of your help manually. There are a number of scripts and functions you can find that will help create the help content. Jeff has a few such tools on his blog that you might find useful (<http://jdhitsolutions.com/blog/2011/10/ise-scripting-geek-module/>).

29.2 *Writing About topics*

In addition to comment-based help for your scripts and functions, you can create content help files like PowerShell's About files. This is something you typically would do with a module. In your module folder, create as many About topics as you want. Make sure the files are TXT files and include `Help` in the name, as shown in these examples:

```
About_MyModule.help.txt
About_Scripting_Best_Practices.help.txt
```

When your module is loaded, these files will be available as well. You can create these files with any text editor. Use this template:

```
TOPIC
    about_mymodule_content

SHORT DESCRIPTION
    A very short description or synopsis.

LONG DESCRIPTION
    Detailed content goes here

SEE ALSO
    Related cmdlet names
    Related about topics
```

Doing this is quite simple. Look to existing About topics as examples.

29.3 *XML-based help*

PowerShell's native help is built into XML files. These offer a few advantages over comment-based help:

- You can provide an XML file for several different languages, and PowerShell will display the correct language based on the local Windows configuration.
- XML help files can be downloaded and updated using `Save-Help` and `Update-Help`.
- XML help files can contain a somewhat higher level of detail about commands.

The downside is that XML help files are a lot harder to produce. The XML format used, MAML, is pretty complicated and doesn't leave any room for mistakes or errors.

It's definitely outside the scope of this book. Still, if you want to pursue this approach, we recommend that you generate the XML files using one of two free tools:

- An InfoPath template created by a well-known PowerShell expert, James O'Neill, lets you get the basic format right using Microsoft's InfoPath tool, which you'll need to install. We've tested InfoPath 2007 and 2010 with this template. The output of InfoPath can't be used directly by PowerShell, though; you'll have to make some minor adjustments to it after saving it. You can get the template, and directions for using it, from <http://blogs.technet.com/b/jamesone/archive/2009/07/24/powershell-on-line-help-a-change-you-should-make-for-v2-3-and-how-to-author-maml-help-files-for-powershell.aspx>.
- If you're primarily creating help for modules, you can download a free, standalone help editor from <http://blogs.msdn.com/b/powershell/archive/2011/02/24/cmdlet-help-editor-v2-0-with-module-support.aspx>. Basically, you copy and paste the different help sections (synopsis, description, and so on) into the tool, and it produces a ready-to-use XML file for you. You can use the tool for standalone functions and scripts, but there's a bit more manual intervention.

If you want to use the InfoPath template, you can use a simple script like the following to make the modifications to the XML:

```
param (
    [string]$filepath
)

$line1 = @"
<?xml version="1.0" encoding="UTF-8"?><?mso-infoPathSolution
solutionVersion="1.0.0.12" PIVersion="1.0.0.0"
href="file:///C:\Users\Jamesone\Documents\windowsPowershell\PSH-Help.xsn"
name="urn:schemas-microsoft-com:office:infopath:PSH-Help:"
productVersion="14.0.0" ?><?mso-application progid="InfoPath.Document"
versionProgid="InfoPath.Document.2"?>
<helpItems xmlns="http://msh" schema="maml"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:dev="http://schemas.microsoft.com/maml/dev/2004/10"
xmlns:command="http://schemas.microsoft.com/maml/dev/command/2004/10"
xmlns:maml="http://schemas.microsoft.com/maml/2004/10"
xmlns:my="http://schemas.microsoft.com/office/infopath/2003/myXSD/2009-07-
13T15:24:29" xmlns:xd="http://schemas.microsoft.com/office/infopath/2003"
xml:lang="en-gb">
'@"

if ($filepath -eq $null){Throw "Help File Not given"}
if (!(Test-Path $filepath)){Throw "File Not found"}

$file = Get-Content -Path $filepath

$file[0] = $line1

$outpath = Join-Path -Path $(Split-Path -Path $filepath -Parent) `
-ChildPath $("Maml-" + (Split-Path -Path $filepath -Leaf))

Set-Content -Value $file -Path $outpath
```


This code assumes that the InfoPath file is in the same folder in which you need the MAML file created. It has the advantage of preserving the InfoPath file so that future modifications don't mean any rework.

You'll generate one XML file for each language that you want to support; each file can contain help for many different commands. XML help is intended to be used in conjunction with modules (including script modules); it isn't made to work with stand-alone scripts or functions. You'll need to use XML-based help for cmdlets produced using the *cmdlets over objects* functionality in PowerShell v3 (see chapter 39). So, you'll already have a folder structure for your module that might look something like this:

```
\Users\\Documents\WindowsPowerShell\Modules\MyModule
```

This structure assumes your module is named `MyModule`. Within that folder, you'll create a subfolder for each help file language that you're providing. This folder names must use the standard Windows culture identifiers from RFC 4646. So, to support both English and German help files, you'd create folders named `en-US` and `de-DE` under the `MyModule` folder.

NOTE A list of permitted language identifiers can be found in Appendix B of RFC 4646, at <http://www.ietf.org/rfc/rfc4646.txt>. You can see a complete list of currently registered and allowable tags at www.iana.org/assignments/language-subtag-registry.

Within the language subfolder, you'll save your XML file as `MyModule-help.xml` (because your module name is `MyModule`; if your module name were `Fred`, then the filename would be `Fred-help.xml`). You can also include an `about_MyModule.txt` file (or `about_Fred.txt` file, if your module were named `Fred`), which is just a simple text file that provides information about the overall module rather than about a single command in the module.

If you want your help to be updatable, your module manifest file (PSD1) needs to include a line like this:

```
HelpInfoUri=http://go.microsoft.com/fwlink/?LinkId=227015
```

The link points to the website from which the updated help can be downloaded. This isn't the same link you might use for any online version of your help.

29.4 **Summary**

Adding help is the perfect way to polish the commands you write, whether they're standalone scripts or a collection of functions in a module. Comment-based help is definitely the easiest way to go, and if you don't need to support multiple languages or updatable help there's not much reason to dive into the more complex XML format. But the XML option is there if you need to support multiple languages or want to provide online, updatable help to your command users.

Error handling techniques

This chapter covers

- Error handling parameters and variables
- Trap
- Try...Catch...Finally

You'll inevitably write a script that contains a command that fails. Failure is often something you can anticipate: A computer isn't online or reachable, a file can't be found, access is denied, and other similar conditions are all ones that you expect from time to time. PowerShell enables you to catch those errors and handle them in your own way. For example, you might want to log a failed computer name to a file for retrying, or you might want to write an entry to the Windows event log when access is denied. *Error handling* is the process of identifying these conditions, catching the error, and doing something about it while continuing your processes on other machines.

The point of this chapter isn't just to teach you how to *catch errors* but rather how to *handle errors gracefully*. A simple script that fails when it encounters an error is *handling* it, but not very well if it fails on the first computer of 30, which means you have to restart the script. This is especially bad news if the script ran as an overnight activity. Proper application of error handling techniques enables you to be more

productive. Which do you want your script to report: “I did 299 out of 300 machines and failed on this one” or “It failed”?

30.1 *About errors and exceptions*

Let’s begin by defining a few terms. These aren’t necessarily official PowerShell terms, but they’re useful for describing PowerShell’s behavior, so we’ll go ahead and use them.

The first word is *error*: An error in PowerShell is a message that’s displayed on screen when something goes wrong. By default, PowerShell displays its errors in red text on a black background (in the console host, that is; the Integrated Scripting Environment (ISE) uses red text).

TIP If you find the red on black difficult to read (many folks do), or if it takes you back to high school English class and red-penned essays, you can change the color. Don prefers green on black; he says it’s easy to read and makes him feel like he’s done something right: `$host.PrivateData.ErrorForegroundColor = 'green'` will do the trick. This resets in every new session, so add it to a profile script if you want it to be permanent.

An *exception* is a specific kind of object that results from an error. Specifically, an exception forces PowerShell to look and see if you’ve implemented some routine that should run in response to the error. With an error, you’re just getting the red text; with an exception handling routine, you’re getting the chance to do something about it. That’s what this chapter is all about.

30.2 *Using \$ErrorActionPreference and -ErrorAction*

PowerShell commands can encounter two types of error conditions: *terminating* and *nonterminating*. A terminating error is PowerShell saying, “There’s no way I can possibly continue—this party is over.” A nonterminating error says, “Something bad happened, but I can try to keep going.” For example, suppose you ask PowerShell to retrieve some WMI information from 10 computers. Computer number five fails—perhaps it isn’t online at the time. That’s bad, but there’s no reason PowerShell can’t continue with computers six, seven, and so on; and it will, by default, because that’s a nonterminating error.

There’s a shell-wide setting in a built-in variable (technically, a preference variable) that tells a command what to do when a nonterminating error pops up: `$ErrorActionPreference`. It offers these four settings:

- *Inquire*—Ask the user what to do. You’ll probably never do this except when debugging a command because it’s pretty intrusive. With scheduled or other unattended scripts, it’s totally impractical.
- *Continue*—This is the default setting. It tells PowerShell to display an error message and keep going.
- *SilentlyContinue*—The setting you wish your kids had, this tells PowerShell not only to keep going but to not display any error messages.

- Stop—Exactly what it says, this forces the nonterminating error to become a terminating exception. That means you can catch the exception and do something about it.

Unfortunately, a great many PowerShell users think it's okay to put this right at the top of their scripts:

```
$ErrorActionPreference = 'SilentlyContinue'
```

In the days of VBScript, `On Error Resume Next` had the same effect as this command. This sends us into a rage, and not a silent one. Adding this to the top of a script effectively suppresses every single error message. What's the author trying to hide here? We understand why people do this: They think, "Well, the only thing that can go wrong is the thing I don't care about, like a computer not being available, so I'll just hide the error message." The problem is that other errors can crop up, and by hiding the error message you'll have a much harder time detecting, debugging, and solving those errors. So please don't ever put that line in your scripts. In fact, there's rarely a need to mess with `$ErrorActionPreference` at all.

Every single PowerShell cmdlet supports a set of *common parameters*. Look at the help for any cmdlet and you'll see `<CommonParameters>` at the end of the parameter list. Run `help about_common_parameters` to see the list of common parameters. One of them, of particular interest to us right now, is `-ErrorAction`, which can be abbreviated as `-EA`. This parameter lets you specify an error action for *just that command*. Essentially, it's as if you set `$ErrorActionPreference` to something, ran the command, and then put `$ErrorActionPreference` back the way you found it. The parameter accepts the same four values as `$ErrorActionPreference`. Let's see them in action: This example has PowerShell attempt to display the contents of two files, one that exists and one that doesn't. Start with `Inquire`:

```
PS C:\> Get-Content -Path good.txt,bad.txt -ErrorAction Inquire

Confirm
Cannot find path 'C:\bad.txt' because it does not exist.
[Y] Yes [A] Yes to All [H] Halt Command [S] Suspend [?] Help
(default is "Y"):y
Get-Content : Cannot find path 'C:\bad.txt' because it does not exist
.
At line:1 char:12
+ Get-Content <<<< -Path good.txt,bad.txt -ErrorAction Inquire
    + CategoryInfo          : ObjectNotFound: (C:\bad.txt:String) [Get-Content], ItemNotFoundException
    + FullyQualifiedErrorId : PathNotFound,Microsoft.PowerShell.Commands.GetContentCommand
```

This is the content from the file that exists

As you can see, the code prompts you to continue when it runs into the bad file. You say "Y" to continue, and it goes on to the second file, displaying its content. Now let's look at `Continue`:

```
PS C:\> Get-Content -Path good.txt,bad.txt -ErrorAction Continue
Get-Content : Cannot find path 'C:\bad.txt' because it does not exist
.
At line:1 char:12
+ Get-Content <<<< -Path good.txt,bad.txt -ErrorAction Continue
  + CategoryInfo          : ObjectNotFound: (C:\bad.txt:String) [Get-Content], ItemNotFoundException
  + FullyQualifiedErrorId : PathNotFound,Microsoft.PowerShell.Commands.GetContentCommand
```

This is the content from the file that exists

You get the same basic effect, only this time without the prompt. You get an error, followed by the content of the file that existed. Now look at `SilentlyContinue`:

```
PS C:\> Get-Content -Path good.txt,bad.txt -ErrorAction SilentlyContinue
This is the content from the file that exists
```

There's no error, just the content from the file that existed. Finally, we'll look at `Stop`:

```
PS C:\> Get-Content -Path good.txt,bad.txt -ErrorAction Stop
Get-Content : Cannot find path 'C:\bad.txt' because it does not exist
.
At line:1 char:12
+ Get-Content <<<< -Path good.txt,bad.txt -ErrorAction Stop
  + CategoryInfo          : ObjectNotFound: (C:\bad.txt:String) [Get-Content], ItemNotFoundException
  + FullyQualifiedErrorId : PathNotFound,Microsoft.PowerShell.Commands.GetContentCommand
```

This error action prevents PowerShell from going on to the second file. When PowerShell hits an error, it stops, exactly as you told it to do. This generated a trappable (or catchable) exception, although you haven't put anything in place to deal with it, so you still get the error message. We'll cover handling these caught exceptions in a bit.

30.3 *Using -ErrorVariable*

Another one of the common parameters is `-ErrorVariable`, or `-EV` for short. This parameter accepts the name of a variable (remember, the name doesn't include the `$` symbol), and if the command generates an error, it'll be placed into that variable. Using this parameter is a great way to see which error occurred and perhaps take different actions for different errors. The neat thing is that it'll grab the error even if you set the `-ErrorAction` to `SilentlyContinue`, which suppresses the output of the error on the screen:

```
PS C:\> Get-Content good.txt,bad.txt -EA SilentlyContinue -EV oops
This is the content from the file that exists
PS C:\> $oops
Get-Content : Cannot find path 'C:\bad.txt' because it does not exist
.
At line:1 char:12
+ Get-Content <<<< good.txt,bad.txt -EA SilentlyContinue -EV oops
  + CategoryInfo          : ObjectNotFound: (C:\bad.txt:String) [Get-Content], ItemNotFoundException
```

```
et-Content], ItemNotFoundException
+ FullyQualifiedErrorId : PathNotFound,Microsoft.PowerShell.Commands.GetContentCommand
```

As you can see, this code specified `oops` as the variable name, and after running the command you can display the error by accessing `$oops`.

30.4 Using \$Error

In addition to using the common `-ErrorVariable`, which is completely optional, you can always find recent exception objects in the variable `$Error`, which PowerShell automatically creates. Whenever an exception occurs, it's added to `$Error`. By default the variable holds the last 256 errors. The maximum number of errors is controlled by another variable, `$MaximumHistoryCount`:

```
PS C:\> $MaximumErrorCount
256
PS C:\> $MaximumErrorCount=512
```

Now this PowerShell session will keep track of the last 512 exceptions. If you want to always use this setting, put this command in your profile.

The `$Error` variable is an array where the first element is the most recent exception. As new exceptions occur, the new one pushes the others down the list. Once the maximum count is reached, the oldest exception is discarded. If you wanted to revisit the last error you'd do this:

```
PS C:\> $error[0]
Get-WmiObject : Invalid class "win32_bis"
+ CategoryInfo          : InvalidType: (:) [Get-WmiObject],
  ManagementException
+ FullyQualifiedErrorId :
  GetWMIManagementException,Microsoft.PowerShell.Commands.GetWmiObjectCommand
```

We should point out that this is an object. You can pipe it to `Get-Member` to learn more:

```
PS C:\> $error[0] | get-member

TypeName: System.Management.Automation.ErrorRecord

Name                MemberType          Definition
----                -
Equals              Method              bool Equals(System.Object obj)
GetHashCode         Method              int GetHashCode()
GetObjectData      Method              System.Void GetObjectData(System.R...
GetType            Method              type GetType()
ToString           Method              string ToString()
writeErrorStream   NoteProperty       System.Boolean writeErrorStream=True
CategoryInfo       Property            System.Management.Automation.ErrorC...
ErrorDetails       Property            System.Management.Automation.ErrorD...
Exception          Property            System.Exception Exception {get;}
FullyQualifiedErrorId Property            string FullyQualifiedErrorId {get;}
InvocationInfo     Property            System.Management.Automation.Invo...
PipelineIterationInfo Property            System.Collections.ObjectModel.Read...
```

```
ScriptStackTrace      Property      string ScriptStackTrace {get;}
TargetObject         Property      System.Object TargetObject {get;}
PSMessageDetails     ScriptProperty System.Object PSMessageDetails {get...
```

Some of these properties are nested objects, such as `Exception`.

```
PS C:\> $Error[0].exception | get-member

      TypeName: System.Management.ManagementException

Name          MemberType Definition
----          -
Equals        Method      bool Equals(System.Object obj)
GetBaseException Method      System.Exception GetBaseException()
GetHashCode    Method      int GetHashCode()
GetObjectData  Method      System.Void GetObjectData(System.Runtime.Ser...
GetType        Method      type GetType()
ToString       Method      string ToString()
Data           Property    System.Collections.IDictionary Data {get;}
ErrorCode      Property    System.Management.ManagementStatus ErrorCode...
ErrorInformation Property    System.Management.ManagementBaseObject Error...
HelpLink       Property    string HelpLink {get;set;}
InnerException Property    System.Exception InnerException {get;}
Message        Property    string Message {get;}
Source         Property    string Source {get;set;}
StackTrace     Property    string StackTrace {get;}
TargetSite     Property    System.Reflection.MethodBase TargetSite {get;}
```

When you get to trapping and catching exceptions, this object is passed to your error handler, so understanding that the exception is an object is important. For example, you might want to display the following error message:

```
PS C:\> Write-Host "Command failed with error message
 $($Error[0].exception.message)" -ForegroundColor Yellow
Command failed with error message Invalid class "win32_bis"
```

You can use the common `-ErrorVariable` to capture exception objects on a percmdlet basis or look at the `$Error` variable to work with the most recent exceptions. But ideally, especially when scripting, you'll want to handle exceptions more gracefully.

30.5 *Trap constructs*

The `Trap` construct was introduced in PowerShell v1. It's not an awesome way of handling errors, but it's the best Microsoft could get into the product and still hit their shipping deadline. It's effective but it can be confusing, especially because it wasn't documented in the help files. These days, almost everyone prefers the newer, and more versatile, `Try...Catch...Finally` construct, but because `Trap` still exists and still works, we wanted to take the time to explain.

Basically, whenever a trappable exception occurs (meaning a terminating error, or a nonterminating one that was given the `-ErrorAction Stop` parameter), PowerShell will jump back in your script and execute a `Trap` construct if it has encountered one by then. In other words, your `Trap` construct has to be defined before the error happens; PowerShell won't *scan ahead* to look for one. For example, start with the following script.

Listing 30.1 trap.ps1, demonstrating the use of the Trap construct

```

trap {
  Write-Host "Trapping..."
  "Error!" | Out-File c:\errors.txt
  continue
}

Write-Host "Starting..."
Get-Content good.txt,bad.txt -EA Stop
Write-Host "Finishing..."

```

In listing 30.1, you're using `Write-Host` mainly to give you some output to follow the flow of this; that's going to become important in a minute. Right now, running the script displays the following output:

```

PS C:\> C:\trap.ps1
Starting...
Trapping...
Finishing...

```

You can use that output to follow what happened. Once the error occurred—and you made sure to turn it into a trappable exception by specifying `-ErrorAction Stop`—PowerShell handed off control to the `Trap` construct. You ended with the `Continue` statement, which tells the shell to go back and pick up on the line after the one that caused the exception.

How you end a `Trap` construct is crucial. You have two choices:

- **Continue**—Tells the shell to stay within the same scope as the `Trap` construct and resume execution on the line that follows the command that caused the error
- **Break**—Tells the shell to exit the current scope, passing the exception up to the parent scope

This scope business is one reason why `Trap` is so complex. Consider the following listing, which revises the script significantly. You're adding a function, which is its own scope, and installing a `Trap` construct inside it.

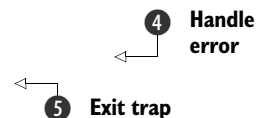
Listing 30.2 Trap.ps1, demonstrating the flow of scope for trapping

```

trap {
  Write-Host "Trapping at script scope..."
  "Error!" | Out-File c:\script-errors.txt
  continue
}

function try-this {
  trap {
    Write-Host "Trapping at function scope..."
    "Error!" | Out-File c:\func-errors.txt
    continue
  }
}

```




```

Write-Host "Starting the function..."
Get-Content good.txt,bad.txt -EA Stop
Write-Host "Ending the function..."
}
Write-Host "Starting the script..."
Try-This
Write-Host "Finishing the script..."

```

Finish up 7

3 Error occurs here
6 Resume here
1 Start execution
2 Call function

The script in listing 30.2 starts with the first `Write-Host` command ①. It then calls the function ②, so execution proceeds to the `Try-This` function. An error occurs ③, so PowerShell looks for a trap within the current scope. It finds one ④ and executes it. The trap exits ⑤ with `Continue`, so the shell stays within the same scope and finishes the function ⑥. The function exits naturally, allowing the script to continue and wrap up ⑦. The `Trap` defined within the script never executes. The output looks like this:

```

Starting the script...
Starting the function...
Trapping at function scope...
Ending the function...
Finishing the script...

```

Now look at the next listing, which makes only one change, which we've boldfaced.

Listing 30.3 `Trap.ps1`, with one change: how the function's trap ends

```

trap {
    Write-Host "Trapping at script scope..."
    "Error!" | Out-File c:\script-errors.txt
    continue
}

function try-this {
    trap {
        Write-Host "Trapping at function scope..."
        "Error!" | Out-File c:\func-errors.txt
        Break
    }

    Write-Host "Starting the function..."
    Get-Content good.txt,bad.txt -EA Stop
    Write-Host "Ending the function..."
}

Write-Host "Starting the script..."
Try-This
Write-Host "Finishing the script..."

```

1 Change to trap exit

All you're doing in listing 30.3 is changing the way the function's trap exits, but it's going to significantly affect the output. By changing `Continue` to `Break` ①, you're telling PowerShell to exit the function's scope and pass the error with it. That will force the parent scope to look for a trap and execute the one it finds. The output looks like this:

```
Starting the script...
Starting the function...
Trapping at function scope...
Trapping at script scope...
Finishing the script...
```

As you can see, because you exited the function's scope, the Ending the function line never got to execute. The script "saw" the error as occurring on the Try-This line, ran its trap, and then continued with Finishing the script...

You can also set up multiple traps, each one designed to handle a different exception:

```
trap {
    "Other terminating error trapped"
}
trap [System.Management.Automation.CommandNotFoundException] {
    "Command error trapped"
}
```

To set this up, you'll need to know the .NET Framework class of a specific exception, such as `[System.Management.Automation.CommandNotFoundException]`. That can be tricky, and you probably won't run across this technique much, but we wanted to make sure you knew what it was in case you do see someone using it.

TIP Examine any error messages carefully when developing your script. If you look at the error messages at the start of section 30.3, you'll see `ItemNotFoundException`. The exception that has caused the error is often given in PowerShell's error messages. You can search MSDN for the full .NET class name of the exception.

Following this chain of scope, traps, and so forth can be difficult, especially when you're trying to debug a complex, multilevel script. We think you need to be aware of this technique and how it behaves, because you're likely to run across folks who still use it in the examples they write online. You'll also run across older examples that use this, and we don't think the `Trap` construct alone should put you off. But we don't recommend using this construct; the newer `Try...Catch...Finally` is much better.

30.6 Try...Catch...Finally constructs

PowerShell v2 introduced this new, improved error handling construct. It looks and works a lot more like the error handling constructs in high-level languages like Visual Basic and C# or other languages such as T-SQL. Essentially, you build a construct with two or three parts:

- The `Try` part contains the command or commands that you think might cause an error. You have to set their `-ErrorAction` to `Stop` in order to catch the error.
- The `Catch` part runs if an error occurs within the `Try` part.
- The `Finally` part runs whether or not an error occurred.

You must have the Try part, and you can choose to either write a Catch, a Finally, or both. A simple example looks like this:

```
Try {
  Get-Content bad.txt,good.txt -EA Stop
} Catch {
  Write-Host "Uh-oh!!!"
}
```

This produces the following output:

```
PS C:\> C:\test.ps1
Uh-oh!!!
```

There's an important lesson here: If a command is trying to do more than one thing, and one of them causes an error, the command stops. You'll be able to catch the error, but there's no way to make the command go back and pick up where it left off. In this example, trying to read Bad.txt caused an error, and so Good.txt was never even attempted. The practical lesson here is that your commands should only try to do one thing at a time, if you think one thing might cause an error that you want to trap. For example, you can pull your filenames out into an array and then enumerate the array so that you're attempting only one file at a time:

```
$files = @('bad.txt','good.txt')
foreach ($file in $files) {
  Try {
    Get-Content $file -EA Stop
  } Catch {
    Write-Host "$file failed!!!"
  }
}
```

This produces the following output:

```
PS C:\> C:\test.ps1
bad.txt failed!!!
This is the content from the file that exists
```

That's the pattern you'll generally see people use: Try one thing at a time, Catch the error, and rely on the Foreach construct to loop back around and pick up the next thing to try. This will make your scripts more verbose, but the robustness and stability introduced by using Try...Catch...Finally is worth the extra effort.

Like the Trap construct, this also lets you catch specific errors. Again, we don't always see people do this a lot, but it's a good way to specify different actions for different types of errors, perhaps handling "file not found" differently than "access denied." Here's an example, from the about_try_catch_finally help file:

```
try
{
  $wc = new-object System.Net.WebClient
  $wc.DownloadFile("http://www.contoso.com/MyDoc.doc")
}
```

```

catch [System.Net.WebException], [System.IO.IOException]
{
    "Unable to download MyDoc.doc from http://www.contoso.co
}
}
catch
{
    "An error occurred that could not be resolved."
}
}

```

The first Catch block is catching two specific errors, a `WebException` and an `IOException`. The final Catch block is the *catch-all* and will catch any exceptions that haven't been caught by a previous block. When using multiple Catch blocks, you must ensure that the Catch blocks for the most specific exceptions occur before more generic ones. PowerShell will use the first Catch block it has that can process the exception that has occurred.

When an exception is caught, the exception object is piped to the Catch block. This means you can incorporate the object into whatever code you want to execute. The exception object can be referenced using `$_` because it's a piped object. For example, you might use this for the second script block:

```

catch
{
    $msg=("An error occurred that could not be resolved: {0}" -f
        $_.Exception.Message)
    Write-Warning $msg
    #Write the exception to a log file
    $_.Exception | Select * | Out-file myerrors.txt -append
    #Export the error to XML for later diagnosis
    $_ | Export-Clixml UnknownWebException.xml
}

```

In this version, you're referencing the exception object using `$_` to write a warning message, log some information to a text file, and export the complete exception to an XML file. Later you could reimport the file to re-create the exception object and try to figure out what went wrong.

As you can see from the preceding code, you almost always need at least one Catch block for every Try, and they must be in sequence. Code in a Finally block runs regardless of whether there was an error. For example, you might use a Finally block to clean up connections or close files. The Finally block is completely optional.

One of the reasons we think Try...Catch...Finally is better than Trap is because there's no jumping back and forth in your script. An error occurs, and you handle it right then and there in a linear, easy-to-follow fashion. You can use the two techniques in the same script, though. For example, you might use Try...Catch for the errors you can anticipate and want to handle, and use Trap to grab any other errors that pop up. We tend to steer clear of Trap, though, because it makes following the script's execution flow much more difficult.

30.7 Summary

Handling errors in PowerShell scripts can be straightforward, particularly with the newer `Try...Catch...Finally` construct. Error handling adds a level of sophistication and professionalism to your scripts, dealing with errors gracefully rather than spewing a screenful of red text in front of your script's users. When running scheduled and unattended scripts, error handling can be crucial to capturing errors (perhaps in a log file) for later review. We're not implying that writing effective error handling is easy, but it's essential if you want to create robust PowerShell tools.

31

Debugging tools and techniques

This chapter covers

- Understanding the debugging methodology
- Working with debugging cmdlets
- Using breakpoints

Debugging is a difficult topic in any kind of computer system, and PowerShell is no exception. PowerShell provides decent tools for debugging, but those tools don't make debugging magically easier. The trick with debugging, it turns out, is having an expectation of how things are supposed to work so that you can spot the place where they stop doing so.

For example, let's say your car won't start. Do you have any idea why? Do you know what's supposed to be happening when you turn the key? If not, then you can't debug the problem. If you know that the battery needs to be charged, your foot has to be on the brake, the starter motor has to be wired up and functional, and so forth, you can start debugging by testing each of those elements individually.

All PowerShell can do is give you tools, things that you can use to check the current state of the shell, a script, or something else. PowerShell can't tell you if the current state is *correct* or not. It's like having an electrical meter: If you don't know

where to put it, how to read the output, and what the output is supposed to be and why, the tool isn't all that helpful.

Computers are no different. If Active Directory replication isn't working, you can't troubleshoot—or debug—that problem unless you know how all the little components of replication are supposed to work and how you can check them to see if they're doing so. From that perspective, PowerShell doesn't make debugging any more difficult. It just tends to highlight the fact that we've been so separated from Windows' internals by its GUI for so long that we often don't know how the product is working under the hood. PowerShell gives you great tools for checking on things, but if you don't know what to check, and don't know what it should look like when you do check, you can't really troubleshoot it.

31.1 *Debugging: all about expectations*

Let's be very clear that, when it comes to a PowerShell script, you can't debug it unless you think you know what it's doing. If you're staring at a screenful of commands and haven't the slightest idea what any of it's supposed to do, you're not going to be able to debug it. If you've pasted some code from someone's internet blog and don't know what the code is supposed to do, you won't be able to fix it if it doesn't do what you want. So the starting point for any debugging process is to clearly document what your expectations are. In the process of doing so, you'll quickly identify where your knowledge is incomplete, and you can work to make it more complete.

To that end, let's start with the following listing, a script that was donated to us by a colleague. We'll use it to walk you through how you can go about this identifying-expectations process.

Listing 31.1 A script to debug

```
function Get-DiskInfo {
    [CmdletBinding()]
    param(
        [Parameter(Mandatory=$True,
            ValueFromPipeline=$True,
            ValueFromPipelineByPropertyName=$True)]
        [string[]]$computerName,

        [Parameter(Mandatory=$True)]
        [ValidateRange(10,90)]
        [int]$threshold
    )
    BEGIN {}
    PROCESS {
        foreach ($computer in $computername) {
            $params = @{computername=$computer
                filter="drivetype='fixed'"
                class='win32_logicaldisk'}
            $disks = Get-WmiObject @params

            foreach ($disk in $disks) {
                $danger = $True
            }
        }
    }
}
```

```

    if ($disk.freespace / $disk.capacity * 100 -le $threshold) {
        $danger = $False
    }
    $props = @{ComputerName=$computer
              Size=$disk.capacity / 1GB -as [int]
              Free = $disk.freespace / 1GB -as [int]
              Danger=$danger}
    $obj = New-Object -TypeName PSObject -Property $props
    Write-Output $obj
  }
}
}
END {}
}

```

NOTE The script in listing 31.1 doesn't work as is. We know that. It's a chapter on debugging. You're going to fix it as you go.

Don't even try to run this script; we'll start by walking you through each section and documenting what we think it should do. We follow this exact process all the time, although with experience you'll start doing bits of it in your head and moving more quickly. For right now, let's take it slow. Have a pencil and blank sheet of paper ready, too—you'll need that. First up:

```

function Get-DiskInfo {
    [CmdletBinding()]
    param(
        [Parameter(Mandatory=$True,
                  ValueFromPipeline=$True,
                  ValueFromPipelineByPropertyName=$True)]
        [string[]]$computerName,

        [Parameter(Mandatory=$True)]
        [ValidateRange(10,90)]
        [int]$threshold
    )
    BEGIN {}

```

This section appears to be defining two parameters. They're both listed as mandatory, so you should expect to run `Get-DiskInfo` with both a `-computerName` and a `-threshold` parameter. The latter appears to accept values in the range from 10 to 90. If you don't know what every single piece of information here means to PowerShell, you should look it up; it's all covered elsewhere in this book.

This section of the script ends with a `BEGIN` block, which is empty, so record that fact but otherwise ignore it. Here's the next hunk of code:

```

PROCESS {
    foreach ($computer in $computername) {
        $params = @{computername=$computer
                  filter="drivetype='fixed'"
                  class='win32_logicaldisk'}
        $disks = Get-WmiObject @params

```


This section is a `PROCESS` block. We expect that, when this function is given pipeline input, the `PROCESS` block will run once for each piped-in item. If there's no pipeline input, then this entire `PROCESS` block will execute once. The `ForEach` block will enumerate through the contents of the `$computerName` parameter, taking one value at a time and putting it into the `$computer` variable. So if you ran `Get-DiskInfo -comp SERVER1,SERVER2 -thresh 20`, you'd expect the `$computer` variable to initially contain `SERVER1`. Take that blank sheet of paper and your pencil, and write that down:

```
$computer = SERVER1
$threshold = 20
```

Next, this section is creating a hash table named `$params`. It looks like it will contain three values, and those are being fed as parameters (via the technique called *splatting*) to the `Get-WmiObject` command. Two of those parameters, `class` and `filter`, are fixed, whereas the other, `computername`, is variable. The `-computername` parameter is being given the contents of the `$computer` variable. Well, we think we know what that variable contains, right? Assuming `SERVER1` is a legitimate computer name on the network, let's just try running that command (if `SERVER1` won't work on your network, substitute `localhost`, `$env:COMPUTERNAME`, or another valid computer name).

You'll expand `Get-WmiObject @params` and test this part of the function by hand-coding the values and parameters:

```
PS C:\> get-wmiobject -class win32_logicaldisk -filter "drivetype=
➤ 'fixed'" -computername localhost
Get-WmiObject : Invalid query
At line:1 char:14
+ get-wmiobject <<<< -class win32_logicaldisk -filter "drivetype='fi
xed'" -computername localhost
    + CategoryInfo          : InvalidOperation: (:) [Get-WmiObject],
    ManagementException
    + FullyQualifiedErrorId : GetWMIManagementException,Microsoft.Po
werShell.Commands.GetWmiObjectCommand
```

Well, there's a problem. Your expectation was that this would do something other than produce an error. But you got an error. So you have one of two things going on:

- You don't know what you're doing.
- The command is wrong.

Far too often, people tend to assume that the first possibility is true, and we beg you not to do that. Prove to yourself that you're wrong—don't just assume it. For example, in this case, your command had three parameters. Take one off—remove `-computerName` and try again:

```
PS C:\> get-wmiobject -class win32_logicaldisk -filter "drivetype=
➤ 'fixed'"
Get-WmiObject : Invalid query
At line:1 char:14
+ get-wmiobject <<<< -class win32_logicaldisk -filter "drivetype='fi
xed'"
```

```
+ CategoryInfo          : InvalidOperation: (:) [Get-WmiObject],
ManagementException
+ FullyQualifiedErrorId : GetWMIManagementException,Microsoft.Po
werShell.Commands.GetWmiObjectCommand
```

Same problem. Okay, fine, put `-computerName` back so that you're changing only one thing at a time, and remove `-filter`:

```
PS C:\> get-wmiobject -class win32_logicaldisk -computername localhost
```

```
DeviceID      : A:
DriveType     : 2
ProviderName  :
FreeSpace     :
Size          :
VolumeName    :

DeviceID      : C:
DriveType     : 3
ProviderName  :
FreeSpace     : 32439992320
Size          : 42842714112
VolumeName    :

DeviceID      : D:
DriveType     : 5
ProviderName  :
FreeSpace     :
Size          :
VolumeName    :
```

Wow, that worked! Great. It also contains some interesting information, if you take a moment to look at it. The `DriveType` property is numeric, but in your original command, the `-filter` parameter was trying to set `DriveType='fixed'`—possibly that's the problem. Looking at this output, you can guess that 3 is the numeric type for a fixed disk (it's the numeric type for the C: drive, and we all know that's a fixed disk), so try modifying the command:

```
PS C:\> get-wmiobject -class win32_logicaldisk -filter "drivetype='3'"
```

```
DeviceID      : C:
DriveType     : 3
ProviderName  :
FreeSpace     : 32439992320
Size          : 42842714112
VolumeName    :
```

Awesome! You've fixed one problem. Let's go back and modify it in the original script, with the following listing showing the revision.

Listing 31.2 Fixing the first problem

```
function Get-DiskInfo {
    [CmdletBinding()]
    param(
        [Parameter(Mandatory=$True,
```

```

        ValueFromPipeline=$True,
        ValueFromPipelineByPropertyName=$True)]
[string[]]$computerName,

[Parameter(Mandatory=$True)]
[ValidateRange(10,90)]
[int]$threshold
)
BEGIN {}
PROCESS {
    foreach ($computer in $computername) {
        $params = @{'computername'=$computer;
                    'filter'="drivetype='3'";
                    'class'='win32_logicaldisk'}
        $disks = Get-WmiObject @params

        foreach ($disk in $disks) {
            $danger = $True
            if ($disk.freespace / $disk.size * 100 -le $threshold) {
                $danger = $False
            }
            $props = @{'ComputerName'=$computer;
                      'Size'=$disk.capacity / 1GB -as [int];
                      'Free' = $disk.freespace / 1GB -as [int];
                      'Danger'=$danger}
            $obj = New-Object -TypeName PSObject -Property $props
            Write-Output $obj
        }
    }
}
END {}
}

```

← **Modification**

The important thing in listing 31.2 is that you found something that didn't work and that you didn't understand; you didn't just plow ahead and ignore it. You stopped and tried to understand it, and you ended up finding a problem in the script. That's fixed, and so you can move on. You're still on this section:

```

PROCESS {
    foreach ($computer in $computername) {
        $params = @{computername=$computer
                    filter="drivetype='3'"
                    class='win32_logicaldisk'}
        $disks = Get-WmiObject @params
    }
}

```

This is just a fragment that won't run on its own because it needs a close to the foreach loop. But you can take some of this and run it standalone. In the shell, you'll create a variable named `$computer` and then paste in some of the previous code to see if it runs. The result is put into a variable named `$disks`, so you'll check that variable's contents when you're finished to see what it did:

```

PS C:\> $computer = 'localhost'
PS C:\> $params = @{computername=$computer
>> filter="drivetype='3'"
>> class='win32_logicaldisk'}

```

```
>>      $disks = Get-WmiObject @params
>>
PS C:\> $disks

DeviceID      : C:
DriveType     : 3
ProviderName  :
FreeSpace     : 32439992320
Size          : 42842714112
VolumeName    :
```

Now you know that bit of code works, and you know that it puts something into the `$disks` variable. That's something you should note on your sheet of paper:

```
$computer = SERVER1
$threshold = 20
$disks = one disk, C:, drivetype=3, size and freespace have values
```

Now for the next chunk of code:

```
foreach ($disk in $disks) {
    $danger = $True
    if ($disk.freespace / $disk.capacity * 100 -le $threshold) {
        $danger = $False
    }
}
```

Here's another `ForEach` loop. Now you know that in your test the `$disks` variable has only one thing in it, so you can just manually assign that to `$disk` and try running this code right in the shell. Even if `$disks` had multiple disks, all you'd need to do would be grab the first one just to run a little test. It looks like this:

```
PS C:\> $disk = $disks[0]
PS C:\> $danger = $True
PS C:\> if ($disk.freespace / $disk.capacity * 100 -le $threshold) {
>>     $danger = $False
>> }
>>
Property 'freespace' cannot be found on this object. Make sure that it exists.
At line:1 char:19
+         if ($disk. <<<< freespace / $disk.capacity * 100 -le $thres
hold) {
+ CategoryInfo          : InvalidOperation: (.:OperatorToken) []
+ FullyQualifiedErrorId : PropertyNotFoundStrict
```

Whoa, that's not good. The error is saying that there's no `Freespace` property. Okay, send that object to `Get-Member` and see what's happening:

```
PS C:\> $disk | gm
Get-Member : No object has been specified to the get-member cmdlet.
At line:1 char:11
+ $disk | gm <<<<
+ CategoryInfo          : CloseError: (:) [Get-Member], InvalidO
```

```

perationException
+ FullyQualifiedErrorId : NoObjectInGetMember,Microsoft.PowerShe
ll.Commands.GetMemberCommand

```

Looks like your `$disk` variable didn't get populated. Okay, try with the original `$disks` variable; that should contain something:

```

PS C:\> $disks | gm

      TypeName: System.Management.ManagementObject#root\cimv2\Win32_L...

Name                               MemberType  Definition
----                               -
Chkdsk                             Method      System.Management.Manage...
Reset                               Method      System.Management.Manage...
SetPowerState                       Method      System.Management.Manage...
Access                              Property    System.UInt16 Access {ge...
...

```

That worked. So the problem is that because `$disks` contained only one thing, accessing `$disks[0]` probably didn't get any data. So try to create `$disk` again, this time without using the array reference:

```

PS C:\> $disk = $disks
PS C:\> $danger = $True
PS C:\> if ($disk.freespace / $disk.capacity * 100 -le $thresh
old) {
>>     $danger = $False
>> }
>>
Property 'capacity' cannot be found on this object. Make sure that it
exists.
At line:1 char:37
+         if ($disk.freespace / $disk. <<<< capacity * 100 -le $thres
hold) {
+ CategoryInfo          : InvalidOperation: (.:OperatorToken) []
, RuntimeException
+ FullyQualifiedErrorId : PropertyNotFoundStrict

```

Well, this is a different problem at least. This time it's telling you there's no capacity property. Let's look back to the Get-Member output, and it's right. There's no capacity. There is, however, size. Modify the pasted-in command to try that instead:

```

PS C:\> $danger = $True
PS C:\> if ($disk.freespace / $disk.size * 100 -le $threshold)
{
>>     $danger = $False
>> }
>>
The variable '$threshold' cannot be retrieved because it has not been
set.
At line:1 char:62
+         if ($disk.freespace / $disk.size * 100 -le $threshold <<<<
) {
+ CategoryInfo          : InvalidOperation: (threshold:Token) []

```

```
, RuntimeException
+ FullyQualifiedErrorId : VariableIsUndefined
```

Well, you're making progress. This time, the shell says it's upset because `$threshold` doesn't exist. That makes sense because you never created it. You know from your sheet of scratch paper that the variable should contain 20, so set that and try again:

```
PS C:\> $threshold = 20
PS C:\> $danger = $True
PS C:\> if ($disk.freespace / $disk.size * 100 -le $threshold)
{
    >>         $danger = $False
    >>     }
    >>
PS C:\> $danger
True
```

Okay, you didn't get any errors this time, and the `$danger` variable contains something. You're not sure it's correct, though, and you know what? This is getting more and more complicated to do by hand. You're trying to keep track of a lot of different values, and you could be introducing errors of your own. So it's time to start using PowerShell to take a load off. First you'll fix the capacity thing, so the next listing is your new script.

Listing 31.3 Revising the script to correct another bug

```
function Get-DiskInfo {
    [CmdletBinding()]
    param(
        [Parameter(Mandatory=$True,
                  ValueFromPipeline=$True,
                  ValueFromPipelineByPropertyName=$True)]
        [string[]]$computerName,

        [Parameter(Mandatory=$True)]
        [ValidateRange(10,90)]
        [int]$threshold
    )
    BEGIN {}
    PROCESS {
        foreach ($computer in $computername) {
            $params = @{computername=$computer
                       filter="drivetype='3'"
                       class='win32_logicaldisk'}
            $disks = Get-WmiObject @params

            foreach ($disk in $disks) {
                $danger = $True
                if ($disk.freespace / $disk.size * 100 -le $threshold) {
                    $danger = $False
                }
                $props = @{ComputerName=$computer
                           Size=$disk.size / 1GB -as [int]
                           Free = $disk.freespace / 1GB -as [int]
                           Danger=$danger}
            }
        }
    }
}
```

← Fixed this...

← ...and this

```

        $obj = New-Object -TypeName PSObject -Property $props
        Write-Output $obj
    }
}
}
END {}
}

```

31.2 Write-Debug

What you've been doing all along is trying to get inside the script's head, and PowerShell has some good tools for making that easier, starting with the `Write-Debug` cmdlet. Because your function uses `[CmdletBinding()]`, the `-Debug` switch is added automatically, and it controls the `Write-Debug` output. Let's go through the script and add `Write-Debug` at key points. The cmdlet has two purposes: to output messages and let you know where the script is, and to give you a chance to pause the script, check things out, and resume. You still need to have an expectation of what the script should be doing, because all you're going to be able to do is compare your expectations to reality—and wherever they differ is potentially a bug. The next listing shows where you add `Write-Debug`.

Listing 31.4 Adding Write-Debug statements

```

function Get-DiskInfo {
    [CmdletBinding()]
    param(
        [Parameter(Mandatory=$True,
            ValueFromPipeline=$True,
            ValueFromPipelineByPropertyName=$True)]
        [string[]]$computerName,

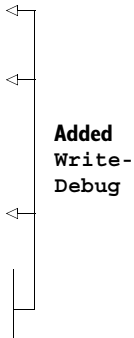
        [Parameter(Mandatory=$True)]
        [ValidateRange(10,90)]
        [int]$threshold
    )
    BEGIN {}
    PROCESS {
        Write-Debug "Started PROCESS block"
        foreach ($computer in $computername) {

            Write-Debug "Computer name is $computer"
            $params = @{'computername'=$computer;
                'filter'='drivetype='3'';
                'class'='win32_logicaldisk'}
            $disks = Get-WmiObject @params
            Write-Debug "Got the disks"

            foreach ($disk in $disks) {
                Write-Debug "Working on disk $($disk.deviceid)"
                Write-Debug "Size is $($disk.size)"
                Write-Debug "Free space is $($disk.freespace)"

                $danger = $True
                if ($disk.freespace / $disk.size * 100 -le $threshold) {

```



**Added
Write-
Debug**

```

    $danger = $False
  }
  Write-Debug "Danger setting is $danger"
  $props = @{'ComputerName'=$computer;
            'Size'=$disk.size / 1GB -as [int];
            'Free' = $disk.freespace / 1GB -as [int];
            'Danger'=$danger}
  Write-Debug "Created hash table; will create object next"
  $obj = New-Object -TypeName PSObject -Property $props
  Write-Output $obj
}
}
}
END {}
}

```

←
**Added
Write-
Debug**
←

Now it's time to run the script:

```
PS C:\> . ./Get-DiskInfo
```

You dot-source the script to load the function:

```
PS C:\> Get-DiskInfo -threshold 20 -computername localhost -debug
DEBUG: Started PROCESS block
```

Confirm

Continue with this operation?

```
[Y] Yes [A] Yes to All [H] Halt Command [S] Suspend [?] Help
(default is "Y"):y
```

This shows you exactly what Write-Debug does: You can see where it's displayed the message, Started PROCESS block, and then paused. You're okay to continue, so you answer "Y" for "Yes" and press Enter, and the script will resume running.

```
DEBUG: Computer name is localhost
```

Confirm

Continue with this operation?

```
[Y] Yes [A] Yes to All [H] Halt Command [S] Suspend [?] Help
(default is "Y"):y
```

Okay, "localhost" is what you expected the computer name to be, so let the script continue:

```
DEBUG: Got the disks
```

Confirm

Continue with this operation?

```
[Y] Yes [A] Yes to All [H] Halt Command [S] Suspend [?] Help
(default is "Y"):s
```

Getting the disk information is a big deal; as you'll recall, you had problems with this earlier when you were testing manually. So enter S to suspend the script. This means the script is still running, but you can get a command-line prompt while still inside the script's scope. The prompt, as you'll see, is slightly different:


```
PS C:\>>> $disks

DeviceID      : C:
DriveType     : 3
ProviderName  :
FreeSpace    : 32439992320
Size         : 42842714112
VolumeName    :

PS C:\>>> exit
```

You just displayed the contents of `$disks`, and they were exactly what you expected. You ran `Exit` to get out of suspend mode and to let the script continue. Because it had been prompting you whether to proceed, you'll return to that prompt:

```
Confirm
Continue with this operation?
[Y] Yes [A] Yes to All [H] Halt Command [S] Suspend [?] Help
(default is "Y"):y
```

You answer “Yes” again, and the script proceeds to the next `Write-Debug` statement:

```
DEBUG: Working on disk C:

Confirm
Continue with this operation?
[Y] Yes [A] Yes to All [H] Halt Command [S] Suspend [?] Help
(default is "Y"):y
DEBUG: Size is 42842714112

Confirm
Continue with this operation?
[Y] Yes [A] Yes to All [H] Halt Command [S] Suspend [?] Help
(default is "Y"):y
DEBUG: Free space is 32439992320

Confirm
Continue with this operation?
[Y] Yes [A] Yes to All [H] Halt Command [S] Suspend [?] Help
(default is "Y"):y
```

So you've confirmed the contents of the drive's `Size` and `FreeSpace` properties, which you'd seen earlier anyway when looking at `$disks`. That all looks good—the drive appears to be around 75 percent empty, so it's not in any danger.

```
DEBUG: Danger setting is True

Confirm
Continue with this operation?
[Y] Yes [A] Yes to All [H] Halt Command [S] Suspend [?] Help
(default is "Y"):s
```

Hold up there a minute. Why is the `Danger` setting `True`? That means the `$Danger` variable contains `$True`. You can see in your script where that was set, but you expected that the following math would set it to `$False` because the drive's free space isn't less than the threshold value you specified in `-threshold`. So you're going to suspend the script again and do the math manually:

```
PS C:\>>> $disk.freespace / $disk.size * 100
75.7188077188456
```

Yeah, the drive is about 75 percent free, which is what you expected. So is 75 less than or equal to 20?

```
PS C:\>>> 75 -le 20
False
```

Did you spot the problem? You got the logic backward. You started by assuming that the drive's free space is in danger by setting `$danger` to `$True`. Then, if the drive's free space is less than the threshold value, which in this example isn't the case, you set `$danger` to `$False`. Had to think about that one for a second, but the logic is twisted. So there's no point in continuing. Exit suspend mode:

```
PS C:\>>> exit
```

```
Confirm
Continue with this operation?
[Y] Yes [A] Yes to All [H] Halt Command [S] Suspend [?] Help
(default is "Y"):h
```

And answer H to halt the command. This delivers an error message, just letting you know you're the reason things quit running:

```
Write-Debug : Command execution stopped because the user selected the
Halt option.
At C:\test.ps1:34 char:20
+ Write-Debug <<<< "Danger setting is $danger"
+ ~~~~~ CategoryInfo          : OperationStopped: (:) [Write-Debug], P
arentContainsErrorRecordException
+ ~~~~~ FullyQualifiedErrorId : ActionPreferenceStop,Microsoft.PowerSh
ell.Commands.WriteDebugCommand
```

Now you need to modify the script, with the result shown in the following listing.

Listing 31.5 Fixing the logic error

```
function Get-DiskInfo {
    [CmdletBinding()]
    param(
        [Parameter(Mandatory=$True,
            ValueFromPipeline=$True,
            ValueFromPipelineByPropertyName=$True)]
        [string[]]$computerName,
        [Parameter(Mandatory=$True)]
        [ValidateRange(10,90)]
        [int]$threshold
    )
    BEGIN {}
    PROCESS {
        Write-Debug "Started PROCESS block"
        foreach ($computer in $computername) {
```

```

Write-Debug "Computer name is $computer"
$params = @{computername=$computer
           filter="drivetype='3'"
           class='win32_logicaldisk'}
$disks = Get-WmiObject @params
Write-Debug "Got the disks"

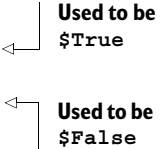
foreach ($disk in $disks) {
    Write-Debug "Working on disk $($disk.deviceid)"
    Write-Debug "Size is $($disk.size)"
    Write-Debug "Free space is $($disk.freespace)"

    $danger = $False
    if ($disk.freespace / $disk.size * 100 -le $threshold) {
        $danger = $True
    }
    Write-Debug "Danger setting is $danger"

    $props = @{ComputerName=$computer
             Size=$disk.size / 1GB -as [int]
             Free = $disk.freespace / 1GB -as [int]
             Danger=$danger}
    Write-Debug "Created hashtable; will create object next"

    $obj = New-Object -TypeName PSObject -Property $props
    Write-Output $obj
}
}
}
END {}
}

```



Used to be \$True

Used to be \$False

You're so confident that this is the right set of changes that you're going to run this again without `-Debug` and see what happens:

Free	Danger	ComputerName	Size
----	-----	-----	----
30	False	localhost	40

Perfect! So you hopefully see the value of `Write-Debug`. With it, you were able to get some visual feedback on the script's execution. You could also suspend and check things out, and eventually you figured out your logic flaw. When you took off the `-Debug` parameter, the script ran normally. You didn't need to pull out all of the `Write-Debug` statements; they're fine staying in there and will be suppressed until you need to debug the script again.

31.3 Breakpoints

In a way, what you've done with `Write-Debug` was to manually set a *breakpoint*, a place where your script pauses so that you can take stock and see if everything is running according to expectations. PowerShell v2 introduced another kind of breakpoint, which you can set ahead of time. You can set three kinds of breakpoints:

- A breakpoint that occurs when execution in a script reaches the current line or column. This is similar to using `Write-Debug`, except that you don't have to insert the `Write-Debug` statement into your script.

- A breakpoint that occurs when a specified variable is read, modified, or either. This can be set in the shell globally or can be tied to a specific script filename to just debug that script.
- A breakpoint that occurs when a specified command is run. This can be set in the shell globally or can be tied to a specific script filename to just debug that script.

When any breakpoint occurs, you wind up in the same suspend mode as you saw earlier when you used `Write-Debug`; run `Exit` to let the script resume execution from the breakpoint. In the PowerShell ISE, you can set the line-number style of a breakpoint by going to the line where you want it and pressing F9 (you can also select the `Toggle Breakpoint` option from the `Debug` menu). Pressing F9 again on a line where there's a breakpoint set will clear the breakpoint. You can also use a set of cmdlets to manage breakpoints:

- `Set-PSBreakpoint` establishes a new breakpoint; use its parameters to specify the kind of breakpoint, command and variable names, line numbers, and so on.
- `Get-PSBreakpoint` retrieves breakpoints.
- `Remove-PSBreakpoint` removes breakpoints.
- `Enable-PSBreakpoint` and `Disable-PSBreakpoint` work against a breakpoint that you already created; they enable you to turn existing breakpoints on and off temporarily, without removing them and having to re-create them.

Here's a quick example of using the breakpoint cmdlets:

```
PS> Set-PSBreakpoint -Line 25 -Script ./get-diskinfo.ps1

  ID Script                Line Command                Variable                Action
  --  -
  0  get-diskinfo.ps1      25

PS> . ./get-diskinfo.ps1
PS> Get-DiskInfo -computerName localhost -threshold 20
Entering debug mode. Use h or ? for help.

Hit Line breakpoint on 'C:\scripts\get-diskinfo.ps1:25'

At C:\scripts\get-diskinfo.ps1:25 char:25
+     foreach ($disk in $disks) {
+     ~~~~~
PS> $disks

DeviceID      : C:
DriveType     : 3
ProviderName  :
FreeSpace     : 165753094144
Size          : 249951154176
VolumeName    :

PS> exit

ComputerName  Danger      Free      Size
-----
localhost     True       154      233
```

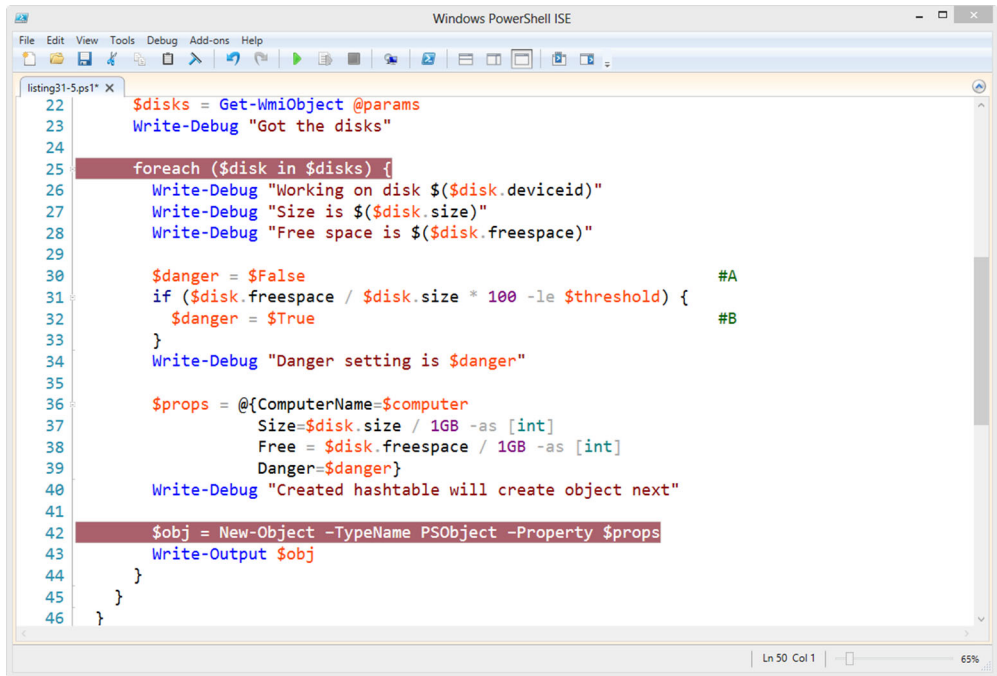


Figure 31.1 ISE breakpoints

You can also set breakpoints in the PowerShell ISE. They work much the same way. In the ISE select the line you want to “break” on, and press F9. Or set the breakpoint via the Debug menu by selecting Toggle Breakpoint. You should get something like figure 31.1.

Run your script from within the ISE. If your script contains a single function, as ours does in this example, you won’t see anything until you run the command. In the ISE command prompt, run the function and it will hit the breakpoint, just as it did in the console:

```

PS C:\> get-diskinfo -threshold 20 -computerName $env:computername
Hit Line breakpoint on 'C:\Users\...\listing31-5.ps1:25'
[DBG]: PS C:\>>
  
```

This nested debug prompt has its own set of commands. Type ? at the DBG prompt:

```

[DBG]: PS C:\>> ?
s, stepInto          Single step (step into functions, scripts, etc.)
v, stepOver          Step to next statement (step over functions, scripts,
                    etc.)
o, stepOut           Step out of the current function, script, etc.
c, continue          Continue operation
q, quit              Stop operation and exit the debugger
k, Get-PSCallStack   Display call stack
l, list              List source code for the current script.
                    Use "list" to start from the current line, "list <m>"
  
```

```

to start from line <m>, and "list <m> <n>" to list <n>
lines starting from line <m>

<enter>          Repeat last command if it was stepInto, stepOver or
                  list

?, h             displays this help message.

```

You can use it much the way you used the prompt in the console. You can look at variables:

```

[DBG]: PS C:\>> $disks

DeviceID       : C:
DriveType      : 3
ProviderName   :
FreeSpace      : 165753094144
Size           : 249951154176
VolumeName     :

```

When you're ready to continue, type C. The script will run until it hits another breakpoint or ends. If you wish to end the debug process, type Q at any DBG prompt.

Use the Debug menu to disable breakpoints or remove them altogether. Disabling them saves you from setting them again should the need to debug arise again.

31.4 Using Set-PSDebug

Another tool you might want to use is the Set-PSDebug cmdlet. You can use this cmdlet to debug not only scripts but also commands you run directly from the command prompt. The primary way to use it is to turn on tracing by using the -Trace parameter. This parameter accepts three different values:

```

PS C:\> help set-psdebug -parameter Trace

-Trace <Int32>
    Specifies the trace level:

    0 - Turn script tracing off

    1 - Trace script lines as they are executed

    2 - Trace script lines, variable assignments, function calls,
and scripts.

Required?                false
Position?                named
Default value
Accept pipeline input?   false
Accept wildcard characters? False

```

Most of the time you'll want to use a value of 2:

```

PS C:\> set-psdebug -Trace 2
PS C:\> get-diskinfo -threshold 20 -compu $env:computername
DEBUG: 1+ >>>> get-diskinfo -threshold 20 -compu $env:computername
DEBUG: ! CALL function '<ScriptBlock>'
DEBUG: 13+ BEGIN >>>> {}
DEBUG: ! CALL function 'Get-DiskInfo<Begin>' (defined in file 'C:\u...

```

```

DEBUG: 13+ BEGIN { >>>> }
DEBUG: 14+ PROCESS >>>> {
DEBUG:     ! CALL function 'Get-DiskInfo<Process>' (defined in file 'C:...
DEBUG: 15+     >>>> Write-Debug "Started PROCESS block"
DEBUG: 16+     foreach ($computer in >>>> $computername) {
DEBUG:     ! SET $foreach = 'SERENITY'.
DEBUG: 16+     foreach ( >>>> $computer in $computername) {
DEBUG:     ! SET $foreach = ''.
DEBUG: 46+     >>>> }
DEBUG: 47+ END >>>> {}
DEBUG:     ! CALL function 'Get-DiskInfo<End>' (defined in file 'C:\use...
DEBUG: 47+ END { >>>> }

```

The command ran and you can sort of see what it did. What you need to do is also turn on stepping:

```
PS C:\> set-psdebug -step -trace 2
```

Now when you run the command you'll get the same type of interactive debugging we showed you earlier:

```

PS C:\> get-diskinfo -threshold 20 -computer $env:computername

Continue with this operation?
    1+ >>>> get-diskinfo -threshold 20 -computer $env:computername
[Y] Yes [A] Yes to All [N] No [L] No to All [S] Suspend [?] Help
(default is "Y"):
DEBUG: 1+ >>>> get-diskinfo -threshold 20 -computer $env:computername
DEBUG:     ! CALL function '<ScriptBlock>'

Continue with this operation?
    13+ BEGIN >>>> {}
[Y] Yes [A] Yes to All [N] No [L] No to All [S] Suspend [?] Help
(default is "Y"):
...

```

When you've finished debugging, you'll need to turn stepping and tracing off:

```
PS C:\> set-psdebug -Off
```

We're not sure the cmdlet adds anything in debugging your scripts than what we've already demonstrated, although there's one other use that might be of value when it comes to writing your scripts. At the beginning of your script, insert this command:

```
set-psdebug -strict
```

This will force PowerShell to throw an exception if you reference a variable before it has been defined, thus eliminating bugs, often from typos, from the very beginning. But be careful. Set-PSDebug will turn this on for all scopes. In other words, once your script ends, strict mode will still be enabled in your PowerShell session, so this might lead to headaches. The other approach is to use Set-StrictMode -version latest, which works the same as Set-PSDebug -Strict but only for the current scope. Once your script ends, everything goes back to normal.

31.5 Debugging in third-party editors

If you're using a third-party scripting editor, you should be able to use the debugging cmdlets and breakpoints we've shown you in this chapter. In fact, most likely the editor will use these tools to provide a debugging feature for their product. Naturally we can't cover how every editor handles debugging, so you'll have to check product documentation.

31.6 Summary

Debugging can be tricky, but PowerShell provides straightforward tools that let you quickly compare your expectations to what a script is doing. The tricky part is in coming up with those expectations: If you don't have an idea of what a script should be doing, then debugging it is almost impossible, no matter what tools you may have. Finally, if you can prevent bugs from happening in the first place, with cmdlets like `Set-StrictMode`, you'll reduce the amount of time you need to spend debugging.

32

Functions that work like cmdlets

This chapter covers

- Defining a problem
- Developing and testing a solution
- Making the solution production ready
- Adding formatting and type information

We're not going to introduce any major new concepts or techniques in this chapter. Instead, we'll use this chapter to bring together many of the things that the previous eight or so chapters covered. We'll take a task, write a command to perform that task, and then turn that task into a complete script module, complete with error handling, debugging provisions, a custom default view, a type extension, and lots more. This example is intended to be a complete, soup-to-nuts practical illustration of something you might do on your own.

As we walk you through the various steps, pay close attention to the process we use, as well as the final result of that process. When you're on your own, we're obviously not going to be there with step-by-step instructions. We've tried, in this chapter, to document our way of thinking, and our creation process, so that you can start to adopt them as your own, enabling you to perform this same, build-it-from-scratch process for whatever tasks you need to complete.

We'll present our solution in progressively more complete steps. When we've finished, we'll provide a formal, numbered listing that has the final product. If you're eager to just see the end result, skip ahead to listing 32.1. Additional steps are required to finalize the module, shown in listings 32.2 to 32.4.

32.1 Defining the task

First, you must define the task. For this example, you'll use a combination of Active Directory and Windows Management Instrumentation (WMI) to write a function that'll accept an organizational unit (OU) name and return all of the nondisabled computers in that OU as well as any child OUs.

NOTE We're assuming that you're using the Microsoft Active Directory cmdlets. If you use the Quest cmdlets, the changes are simple. If you can't use either of these cmdlet sets, it's possible to code this module using Active Directory Services Interfaces (ADSI), but doing so involves more work.

For each computer, you want to display several pieces of information:

- The date the directory object was created
- The date the computer last changed its password
- The computer's operating system, service pack, and version
- The computer's name
- The amount of physical memory installed in the computer
- The number of processors in the computer and the processor architecture (64- or 32-bit)

Most of this information is stored in Active Directory; you'll need to get the memory and processor information by querying the computer from WMI. It's possible, of course, that a computer won't be available for WMI queries when you run your function. If that's the case, you want the function to output the information it has and to leave the memory and processor fields blank.

You want the objects produced by your function to display in a table by default. You'd like that table to list the following, in order:

- Computer name
- Operating system version
- Installed RAM, in gigabytes with up to two decimal places
- Number of processors

The other information won't display by default. You also want these objects to have a `Ping()` method, which will attempt to ping the computer and return either a `True` or `False` if it can be pinged. You want your function to follow all of PowerShell's normal patterns and practices, including displaying help, examples, and so forth.

When you specify the OU that you want the function to query, you want to be able to do so by giving one or more OU names to a parameter or by piping in strings that contain OU names. You expect to provide OU names in a complete distinguished name (DN) format, such as `ou=Sales,ou=East,dc=company,dc=com`.


```

        'PasswordLastSet'=$computer.passwordLastSet
        'Processors'=$cs.NumberOfProcessors
        'RAM'='{0:N}' -f ($cs.TotalPhysicalMemory / 1GB)}
    $object = New-Object -TypeName PSObject -Property $properties
    Write-Output $object
}

```

You can see that you've added the WMI query in the `ForEach` loop and that the final object being written to the pipeline has all of the information you want:

```

ComputerName      : WIN-KNBA0R0TM23
WhenCreated       : 8/30/2011 1:26:17 PM
RAM               : 1.00
PasswordLastSet   : 11/22/2011 8:23:56 AM
OSVersion         : 6.1 (7601)
OS                : Windows Server 2008 R2 Standard
SPVersion         : Service Pack 1
Processors        : 1

```

(The format of the time and date information is controlled by the settings on our systems, which means that you may see a different format.) At this point, you have your basic functionality working properly. That's the hardest part of a task like this, so you've focused on getting it right, rather than on the structure of a function, or adding error handling, or anything else. You'll notice that you've hardcoded the search base, scoping it to the entire domain, and for now you're assuming that every computer will be available for the WMI query.

32.3 Parameterizing the pipeline

Our next step will be to find all of the hardcoded information and parameterize it. You've already said that the only input you want to provide is the OU to query, which is the search base, so you'll create a `-searchBase` parameter. You'll add the necessary decorators to enable cmdlet-style parameter binding, and you'll make your parameter mandatory. You'll also rig it up to accept pipeline input `ByValue` so that you can pipe strings into it. We'll highlight the additions and changes in boldface:

```

[CmdletBinding()]
param(
    [Parameter(Mandatory=$true, ValueFromPipeline=$true)]
    [String[]]$searchBase
)
BEGIN {
    Import-Module ActiveDirectory
}
PROCESS {
    foreach ($ou in $searchBase) {
        $computers = Get-ADComputer -filter * -searchBase $ou `
            -Properties Name,OperatingSystem,
                OperatingSystemVersion,
                OperatingSystemServicePack,
                passwordLastSet,whenCreated
        foreach ($computer in $computers) {
            $cs = Get-WmiObject -Class Win32_ComputerSystem `

```

```

        -ComputerName $computer.name
    $properties = @{'ComputerName'=$computer.name;
        'OS'=$computer.OperatingSystem;
        'OSVersion'=$computer.OperatingSystemVersion;
        'SPVersion'=$computer.OperatingSystemServicePack;
        'WhenCreated'=$computer.whenCreated;
        'PasswordLastSet'=$computer.passwordLastSet;
        'Processors'=$cs.NumberOfProcessors;
        'RAM'='{0:N}' -f ($cs.TotalPhysicalMemory / 1GB)}
    $object = New-Object -TypeName PSObject -Property $properties
    Write-Output $object
    }
}
END {}

```

You also adjusted the formatting a bit so that every nested block is properly indented. (We had to reformat slightly just to make everything fit neatly on the page of this book.) But you didn't add any functionality. Let's review what you did:

```

[CmdletBinding()]
param(
    [Parameter(Mandatory=$true, ValueFromPipeline=$true)]
    [String[]]$searchBase
)
BEGIN {
    Import-Module ActiveDirectory
}
PROCESS {
    foreach ($ou in $searchBase) {
        $computers = Get-ADComputer -filter * -searchBase $ou `
            -Properties Name,OperatingSystem,
                OperatingSystemVersion,
                OperatingSystemServicePack,
                passwordLastSet,whenCreated
        foreach ($computer in $computers) {
            $cs = Get-WmiObject -Class Win32_ComputerSystem `
                -ComputerName $computer.name
            $properties = @{'ComputerName'=$computer.name;
                'OS'=$computer.OperatingSystem;
                'OSVersion'=$computer.OperatingSystemVersion;
                'SPVersion'=$computer.OperatingSystemServicePack;
                'WhenCreated'=$computer.whenCreated;
                'PasswordLastSet'=$computer.passwordLastSet;
                'Processors'=$cs.NumberOfProcessors;
                'RAM'='{0:N}' -f ($cs.TotalPhysicalMemory / 1GB)}
            $object = New-Object -TypeName PSObject -Property $properties
            Write-Output $object
        }
    }
}
END {}

```

Diagram illustrating the structure of the PowerShell script with numbered annotations:

- 1 **Cmdlet binding**: Points to the `[CmdletBinding()]` decorator.
- 2 **Parameter block**: Points to the `param()` block.
- 3 **BEGIN block**: Points to the `BEGIN { ... }` block.
- 4 **PROCESS block**: Points to the `PROCESS { ... }` block.
- 5 **ForEach loop**: Points to the `foreach ($ou in $searchBase) { ... }` loop.
- 6 **Variable**: Points to the `$computers` variable assignment.
- 7 **END block**: Points to the `END {}` block.

You started the script with the `[CmdletBinding()]` decorator 1. Doing so allowed you to add information to your parameter. It also supplies access to the common

parameters such as `-Verbose` and `-Debug`. The parameter itself is declared within a parameter block ❷. You used the `[Parameter()]` decorator, which is legal because you used cmdlet binding, to declare your parameter as mandatory and to indicate that it'll accept input from the pipeline `ByValue`. The parameter itself is declared as accepting one or more strings, so those strings will be passed along from the pipeline.

Because the `ActiveDirectory` module only needs to be loaded once, you added a `BEGIN` block to do that at the start of the execution ❸. The `PROCESS` block contains the working commands for your script ❹. It'll execute once for every object input from the pipeline.

Because you've set this up to accept one or more search OUs, you need to go through those one at a time, which is what the `foreach` block does ❺. In it, you'll take one path at a time out of `$searchBase` and put it in `$ou` so that you can work with it. You therefore place `$ou` in the command ❻, instead of your hardcoded search path.

Just for neatness, you included an `END` block ❼. There's nothing in it, so you could just omit it, but it feels right to add it because you also used `BEGIN` and `PROCESS`.

It's important to test the script again after making all of those changes; a simple typo could mess you up, and it'll be easier to catch it now than later. You'll save the script as `Test.ps1` and then test it in four ways:

```
# Make sure you can use a single location with a parameter
./test -searchBase 'dc=company,dc= pri '

# Now multiple values with a parameter
./test -searchBase 'dc=company,dc= pri ', 'dc=company,dc= pri '

# pipe in one value
'dc=company,dc= pri ' | ./test

# pipe in multiple values
'dc=company,dc= pri ', 'dc=company,dc= pri ' | ./test
```

Notice that you're not trying to be ambitious with your testing. You're still in a test domain (running inside a virtual machine), and it has only one computer in the domain. But the commands work properly: The first and third return one computer, and the second and last return two computers (technically the same one, queried twice).

TIP Put your tests into a script and then you can call a script to test your script! Your tests then become repeatable and are easy to reuse when you change the script.

If you run this script without supplying the distinguished name of at least one OU, you'll be prompted for values (this is because of the `Mandatory=$true` statement on the `Parameter` decorator). The script is set to accept an array, so it'll keep prompting for multiple inputs. Press `Enter` in the console or click `OK` at the Integrated Scripting Environment (ISE) prompt to tell PowerShell there's no more input.

32.4 Adding professional features

Now you can start adding some professionalism to the script. These steps aren't required, but the more you can add to your script, especially so that it acts like a cmdlet, the better your script. You want to make your script as robust as possible as well as easy to troubleshoot or debug.

32.5 Error handling

You've said that you want the memory and processor columns to be blank if you can't query a computer via WMI, so let's do that next:

```
[CmdletBinding()]
param(
    [Parameter(Mandatory=$true, ValueFromPipeline=$true)]
    [String[]]$searchBase
)
BEGIN {
    Import-Module ActiveDirectory
}
PROCESS {
    foreach ($ou in $searchBase) {
        $computers = Get-ADComputer -filter * -searchBase $ou `
            -Properties Name,OperatingSystem,
                OperatingSystemVersion,
                OperatingSystemServicePack,
                passwordLastSet,whenCreated
        foreach ($computer in $computers) {
            Try {
                $wmi_worked = $true
                $cs = Get-WmiObject -Class Win32_ComputerSystem `
                    -ComputerName $computer.name -ErrorAction Stop
            }
            Catch {
                $wmi_worked = $false
            }
            $properties = @{'ComputerName'=$computer.name;
                'OS'=$computer.OperatingSystem;
                'OSVersion'=$computer.OperatingSystemVersion;
                'SPVersion'=$computer.OperatingSystemServicePack;
                'WhenCreated'=$computer.whenCreated;
                'PasswordLastSet'=$computer.passwordLastSet}
            if ($wmi_worked) {
                $properties += @{'Processors'=$cs.NumberOfProcessors;
                    'RAM'='{0:N}' -f ($cs.TotalPhysicalMemory / 1GB)}
            } else {
                $properties += @{'Processors'='';
                    'RAM'='' }
            }
            $object = New-Object -TypeName PSObject -Property $properties
            Write-Output $object
        }
    }
}
END {}
```

1 Try block

2 Tracking variable

3 Error action

4 Catch block

5 Error behavior

Here's what you added:

- You enclosed the WMI query in a Try block ❶.
- In the Try block, you first set a tracking variable equal to \$True ❷. You'll use this to keep track of whether the WMI query succeeded.
- You have to tell the Get-WmiObject cmdlet to alter its normal error behavior ❸, which is done with the -ErrorAction parameter. Setting the parameter to Stop will ensure that you get to catch any errors that occur.
- That catching occurs in the Catch block ❹, where you're setting your tracking variable to \$false, indicating that the WMI query failed.
- You also added an If construct ❺, which will check the contents of the tracking variable. If it's \$True, then the WMI query succeeded, and you'll append the WMI information to your hash table. If it's \$False, then the WMI query failed. You'll still append the two columns to the hash table, but you'll put blank values in them.

Once again, you've made sure to test your script, with both working and nonworking computer names. You added a computer object to the directory and made sure it doesn't exist on the network so that you have a *bad* computer name to query. Here's the test:

```
PS C:\> .\test.ps1 -searchBase "dc=company,dc=pri"
```

```
PasswordLastSet : 11/22/2011 8:23:56 AM
WhenCreated     : 8/30/2011 1:26:17 PM
RAM              : 1.00
OSVersion       : 6.1 (7601)
OS               : Windows Server 2008 R2 Standard
Processors      : 1
SPVersion       : Service Pack 1
ComputerName    : WIN-KNBAOR0TM23

PasswordLastSet : 12/1/2011 10:31:46 AM
WhenCreated     : 12/1/2011 10:31:45 AM
RAM              :
OSVersion       :
OS               :
Processors      :
SPVersion       :
ComputerName    : BAD
```

As you can see, Active Directory returns blank properties for information it doesn't have, such as OSVersion, OS, and SPVersion.

NOTE It's also possible for someone to specify a search base that doesn't exist, which would return an error. You're choosing not to deal with that because the normal PowerShell error message for that situation is pretty descriptive. By not attempting to trap the normal error, you're allowing it to be displayed to the user, who will see it and hopefully know what they've done wrong.

You might also notice at this point that the output from your script doesn't list the properties in the same order in which you defined them. That's okay—PowerShell kind of puts things in whatever order it wants. You can always fix that by piping the output to `Select-Object` or a `Format` cmdlet:

```
PS C:\> .\32.ps1 -searchBase "dc=company,dc=pri" |
Format-Table ComputerName,WhenCreated,OSVersion,RAM,Processors,SPVersion

ComputerName  WhenCreated  OSVersion    RAM          Processors  SPVersion
-----
WIN-KNBA0...  8/30/2011... 6.1 (7601)    1.00         1 Service ...
BAD           12/1/2011...
```

That's the beauty of producing objects as output: You can use all of PowerShell's other capabilities to get the output into whatever form you need it on any given day or for any situation.

32.5.1 Adding verbose and debug output

While you're at it, you should go ahead and add some verbose and debug output. Right now the script is working fine, but you're not so confident that you think you'll never have to debug it! Adding some debug information right now will save time when the inevitable bugs creep in later. The verbose output will serve to document what the script is doing, as well as provide progress information to someone who's nervous about whether the script is doing anything:

```
[CmdletBinding()]
param(
    [Parameter(Mandatory=$true,ValueFromPipeline=$true)]
    [String[]]$searchBase
)
BEGIN {
    Write-Verbose "Loading ActiveDirectory module"
    Import-Module ActiveDirectory
}
PROCESS {
    Write-Debug "Starting PROCESS block"
    foreach ($ou in $searchBase) {

        Write-Verbose "Getting computers from $ou"
        $computers = Get-ADComputer -filter * -searchBase $ou `
            -Properties Name,OperatingSystem,
                OperatingSystemVersion,
                OperatingSystemServicePack,
                passwordLastSet,whenCreated

        Write-Verbose "Got $($computers | measure | select -expand count)"
        foreach ($computer in $computers) {
            Try {

                Write-Verbose "WMI query to $computer"
                $wmi_worked = $true
                $cs = Get-WmiObject -Class Win32_ComputerSystem `
```

```

        -ComputerName $computer.name -ErrorAction Stop
    } Catch {

        Write-Verbose "WMI query failed"
        $wmi_worked = $false
    }

    Write-Debug "Assembling property hash table"
    $properties = @{'ComputerName'=$computer.name;
                   'OS'=$computer.OperatingSystem;
                   'OSVersion'=$computer.OperatingSystemVersion;
                   'SPVersion'=$computer.OperatingSystemServicePack;
                   'WhenCreated'=$computer.whenCreated;
                   'PasswordLastSet'=$computer.passwordLastSet}

    if ($wmi_worked) {
        $properties += @{'Processors'=$cs.NumberOfProcessors;
                       'RAM'='{0:N}' -f ($cs.TotalPhysicalMemory / 1GB)}
    } else {
        $properties += @{'Processors'='';
                       'RAM'='' }
    }

    Write-Debug "Property hash table complete"

    $object = New-Object -TypeName PSObject -Property $properties
    Write-Output $object
}
}
END {}

```

You followed a couple of rules when adding the new output:

- Because you don't have a specific bug you're trying to track down yet, you added `Write-Debug` commands at key points in the script: as the main `PROCESS` block begins and before and after you create the hash table with your output information. If you need to debug, you expect to have to start with those sections.
- You added `Write-Verbose` calls before any major delays might occur, such as making a WMI query, and before each major section of the script.

Running your script again with the `-verbose` parameter turns on verbose output. It might surprise you:

```

PS C:\> .\test.ps1 -searchBase "dc=company,dc=pri" -verbose
VERBOSE: Loading ActiveDirectory module
VERBOSE: Importing cmdlet 'Add-ADComputerServiceAccount'.
VERBOSE: Importing cmdlet
'Add-ADDomainControllerPasswordReplicationPolicy'.
...
VERBOSE: Importing cmdlet 'Unlock-ADAccount'.
VERBOSE: Getting computers from dc=company,dc=pri
VERBOSE: Got 2
VERBOSE: WMI query to CN=WIN-KNBA0R0TM23,OU=Domain
Controllers,DC=company,DC=pri

PasswordLastSet : 11/22/2011 8:23:56 AM
WhenCreated      : 8/30/2011 1:26:17 PM

```

```

RAM                : 1.00
OSVersion          : 6.1 (7601)
OS                 : Windows Server 2008 R2 Standard
Processors         : 1
SPVersion          : Service Pack 1
ComputerName       : WIN-KNBA0R0TM23

VERBOSE: WMI query to CN=BAD,CN=Computers,DC=company,DC=pri
VERBOSE: WMI query failed
PasswordLastSet   : 12/1/2011 10:31:46 AM
WhenCreated       : 12/1/2011 10:31:45 AM
RAM               :
OSVersion         :
OS                :
Processors        :
SPVersion         :
ComputerName      : BAD

```

We clipped some of the output in the middle of all that to save space—you can see the “...” we inserted. What happened? Well, when you added the `-verbose` switch, it passed that along to the other cmdlets in the script, including `Import-Module ActiveDirectory`. So your verbose output included all of the commands that the module was loading. But you can see the output you added yourself! You can tell `Import-Module` to suppress its own verbose output:

```
Import-Module ActiveDirectory -Verbose:$false
```

Test your script again, with verbose output turned on:

```

PS C:\> .\test.ps1 -searchBase "dc=company,dc=pri" -verbose
VERBOSE: Loading ActiveDirectory module
VERBOSE: Getting computers from dc=company,dc=pri
VERBOSE: Got 2
VERBOSE: WMI query to CN=WIN-KNBA0R0TM23,OU=Domain
Controllers,DC=company,DC=pri

PasswordLastSet   : 11/22/2011 8:23:56 AM
WhenCreated       : 8/30/2011 1:26:17 PM
RAM               : 1.00
OSVersion         : 6.1 (7601)
OS                : Windows Server 2008 R2 Standard
Processors        : 1
SPVersion         : Service Pack 1
ComputerName      : WIN-KNBA0R0TM23

VERBOSE: WMI query to CN=BAD,CN=Computers,DC=company,DC=pri
VERBOSE: WMI query failed
PasswordLastSet   : 12/1/2011 10:31:46 AM
WhenCreated       : 12/1/2011 10:31:45 AM
RAM               :
OSVersion         :
OS                :
Processors        :
SPVersion         :
ComputerName      : BAD

```

Much better!

32.5.2 Defining a custom object name

You know that you're going to want to create a default view, and a type extension, for your output. To do that, you need to ensure your output object has a unique type name. It takes only one line of code to add it, just after the `New-Object` command and before the `Write-Output` command:

```
$object = New-Object -TypeName PSObject -Property $properties
$object.PSObject.TypeNames.Insert(0, 'Company.ComputerInfo')
Write-Output $object
```

Doing this now will set you up for some of your next tasks.

32.6 Making it a function and adding help

You said that you wanted your script to follow PowerShell's best practices and patterns, and displaying help is one of them. Listing 32.1 shows the script again, with the help added.

NOTE Some folks refer to this type of function as a *script cmdlet* because it looks, feels, and works almost exactly like a real PowerShell cmdlet but was created in a script instead of in Visual Studio.

Listing 32.1 Toolkit.psm1

```
function Get-COComputerInfo {
<#
.SYNOPSIS
Retrieves key computer information from AD and WMI
.DESCRPTION
Get-COComputerInfo retrieves key computer information from both
Active Directory (AD), and from the computer itself using WMI. In
the case of a computer that is in AD but not available for the WMI
query, certain information in the output may be blank.

You need to specify a search path, and can specify more than one.
This can be an organizational unit (OU), or an entire domain.
The command will recurse all sub-OUs within whatever path(s) you
specify.
.PARAMETER searchBase
A string, or multiple strings, of locations to start looking for
computer objects in AD. Provide this in DN format, such as:
'dc=company,dc=com', 'ou=sales,dc=company,dc=com'
.EXAMPLE
This example searches the Sales OU, and all sub-OUs:
Get-COComputerInfo -searchBase 'ou=Sales,dc=company,dc=com'
.EXAMPLE
This example reads OU DNs from a text file, and searches them:
Get-Content paths.txt | Get-COComputerInfo
#>
[CmdletBinding()]
param(
    [Parameter(Mandatory=$true, ValueFromPipeline=$true)]
    [String[]] $searchBase
```

```

)
BEGIN {
    Write-Verbose "Loading ActiveDirectory module"
    Import-Module ActiveDirectory -Verbose:$false
}
PROCESS {
    Write-Debug "Starting PROCESS block"
    foreach ($ou in $searchBase) {

        Write-Verbose "Getting computers from $ou"
        $computers = Get-ADComputer -filter * -searchBase $ou `
            -Properties Name,OperatingSystem,
                OperatingSystemVersion,
                OperatingSystemServicePack,
                passwordLastSet,whenCreated

        Write-Verbose "Got $($computers | measure | select -expand count)"
        foreach ($computer in $computers) {
            Try {

                Write-Verbose "WMI query to $computer"
                $wmi_worked = $true
                $cs = Get-WmiObject -Class Win32_ComputerSystem `
                    -ComputerName $computer.name -ErrorAction Stop
            } Catch {

                Write-Verbose "WMI query failed"
                $wmi_worked = $false
            }

            Write-Debug "Assembling property hash table"
            $properties = @{'ComputerName'=$computer.name;
                'OS'=$computer.OperatingSystem;
                'OSVersion'=$computer.OperatingSystemVersion;
                'SPVersion'=$computer.OperatingSystemServicePack;
                'WhenCreated'=$computer.whenCreated;
                'PasswordLastSet'=$computer.passwordLastSet}
            if ($wmi_worked) {
                $properties += @{'Processors'=$cs.NumberOfProcessors;
                    'RAM'='{0:N}' -f ($cs.TotalPhysicalMemory / 1GB)}
            } else {
                $properties += @{'Processors'='';
                    'RAM'='' }
            }

            Write-Debug "Property hash table complete"

            $object = New-Object -TypeName PSObject -Property $properties
            $object.PSObject.TypeNames.Insert(0, 'Company.ComputerInfo')
            Write-Output $object
        }
    }
}
END {}
}

```

You wrapped the contents of the original PowerShell code in a function, named `Get-COComputerInfo`, so that it has a cmdlet-like name, and you added the `CO` prefix to the

noun. The pretend organization is just named company, so you're prefixing all of its script, cmdlet, and function names with CO. We'll explain more about that prefixing in chapter 40. Wrapping the script in a function makes it easier to add other functions to the same file, enabling you to build a little library of utilities for yourself.

So that's it. You could now load this script into memory and run `Help Get-COComputerInfo` to display help.

But loading this into memory isn't necessarily easy, because you've encapsulated the code into a function. You can't just run the script and then start using the function. This is probably a good time to make the script into a script module, simply by saving it in a new location and with a new filename. You'll save it in your Documents folder:

```
[My ] Documents\WindowsPowerShell\Modules\Toolkit\Toolkit.psm1
```

NOTE The filename is important for this file. You're naming the module `Toolkit`, and so both the containing folder and the script file have to use that as their filename: `Toolkit` for the folder and `Toolkit.psm1` for the filename. Anything else, and this won't work properly.

Now you can load the script into memory by running `Import-Module Toolkit`, and then either run `Get-COComputerInfo` or run `Help Get-COComputerInfo`. You can remove the module by running `Remove-Module Toolkit`; that'd be necessary if you made any changes to the script and wanted to reload it.

32.7 Creating a custom view

We've already given you a whole chapter (26) on custom views, so please refer back to that for a more detailed breakdown of how to create them. In this chapter, you're just going to create a view to go along with your `Toolkit.psm1` script module, specifically to create a default view for your `Company.ComputerInfo` object, which is produced by the `Get-COComputerInfo` function.

Save the view file, shown in the following listing, here:

```
[My ] Documents\WindowsPoyourShell\Modules\Toolkit\Toolkit.format.ps1xml
```

Listing 32.2 Toolkit.format.ps1xml

```
<?xml version="1.0" encoding="utf-8" ?>
<Configuration>
  <ViewDefinitions>
    <View>
      <Name>Company.ComputerInfo</Name>
      <ViewSelectedBy>
        <TypeName>Company.ComputerInfo</TypeName>
      </ViewSelectedBy>
      <TableControl>
        <TableHeaders>
          <TableColumnHeader>
            <Label>ComputerName</Label>
            <Width>14</Width>
          </TableColumnHeader>
```

```

<TableColumnHeader>
  <Label>OSVersion</Label>
</TableColumnHeader>
<TableColumnHeader>
  <Label>RAM</Label>
</TableColumnHeader>
<TableColumnHeader>
  <Label>Procs</Label>
</TableColumnHeader>
</TableHeaders>
<TableRowEntries>
  <TableRowEntry>
    <TableColumnItems>
      <TableColumnItem>
        <PropertyName>ComputerName</PropertyName>
      </TableColumnItem>
      <TableColumnItem>
        <PropertyName>OSVersion</PropertyName>
      </TableColumnItem>
      <TableColumnItem>
        <PropertyName>RAM</PropertyName>
      </TableColumnItem>
      <TableColumnItem>
        <PropertyName>Processors</PropertyName>
      </TableColumnItem>
    </TableColumnItems>
  </TableRowEntry>
</TableRowEntries>
</TableControl>
</View>
</ViewDefinitions>
</Configuration>

```

You should test this, of course. Load the formatting information into memory and then run your command:

```

PS C:\Users\Administrator\Documents\WindowsPowerShell\Modules\Toolkit> Update-FormatData -PrependPath .\toolkit.format.ps1xml
PS C:\Users\Administrator\Documents\WindowsPowerShell\Modules\Toolkit> Get-CCComputerInfo -searchBase 'dc=company,dc=pri'

```

```

ComputerName  OSVersion      RAM      Procs
-----
WIN-KNBA0R0... 6.1 (7601)    1.00     1
BAD

```

Looking good! You'll want that formatting information to load automatically, along with the module, but making that happen is the last step you'll take.

32.8 *Creating a type extension*

Reviewing the goals for this script, you also wanted the output objects to have a `Ping()` method that returned `True` or `False`. We covered type extensions in chapter 27, so we'll just jump right in and give you this one (listing 32.3). Save it as

```
[My ]Documents\WindowsPowerShell\Modules\Toolkit\toolkit.ps1xml
```

NOTE You've used `toolkit` as the filename for your PSM1 file, this `.ps1xml` file, and the `.format.ps1xml` file that you created. You didn't need to be that consistent; PowerShell doesn't care. This file could've been named `Fred.ps1xml`, and everything would still work the same. But keeping consistent names does make it easier for you to keep track of everything in your head.

Listing 32.3 Toolkit.ps1xml

```
<?xml version="1.0" encoding="utf-8" ?>
<Types>
  <Type>
    <Name>Company.ComputerInfo</Name>
    <Members>
      <ScriptMethod>
        <Name>Ping</Name>
        <Script>
          Test-Connection -computername $this.ComputerName -quiet
        </Script>
      </ScriptMethod>
    </Members>
  </Type>
</Types>
```

You'll load the file in listing 32.3 into memory and then give it a brief test:

```
PS C:\Users\Administrator\Documents\WindowsPowerShell\Modules\Toolkit> Update-
TypeData -PrependPath .\toolkit.ps1xml
PS C:\Users\Administrator\Documents\WindowsPowerShell\Modules\Toolkit> Get-
COComputerInfo -searchBase 'dc=company,dc=pri' | foreach-object { $_.ping()
}
True
False
```

Okay—not an awesome test, but good enough to prove that your new `Ping()` method is working correctly. If you want to see the results from multiple computers, you need to be able to link the ping result to the computer name:

```
Get-COComputerInfo -searchBase 'dc=company,dc=pri' |
select ComputerName, @{N="Pingable"; E={$($_.Ping())}}
```

Excellent!

32.9 Making a module manifest

Right now, your `Toolkit` module consists of three parts:

- The script file that contains your function, which is `Toolkit.psm1`, shown in listing 32.1
- The view file, which is `Toolkit.format.ps1xml`, shown in listing 32.2
- The type extension, which is `Toolkit.ps1xml`, shown in listing 32.3

Ideally, you want all three of these files to load and unload as a unit when you run `Import-Module` or `Remove-Module`. The way to do that is a module manifest, which

you'll call `Toolkit.psd1`. Now, the filename does matter with this one: Because the module is contained in a folder named `toolkit`, the manifest filename also has to be `toolkit`, or PowerShell won't be able to find it.

You'll run the `New-ModuleManifest` command to create the manifest file. Rather than trying to remember all of its parameters, you'll just let it prompt you for what it wants:

```
PS C:\Users\Administrator\Documents\WindowsPowerShell\Modules\Toolkit> New-
ModuleManifest

cmdlet New-ModuleManifest at command pipeline position 1
Supply values for the following parameters:
Path: toolkit.psd1
NestedModules[0]:
Author: Don, Jeffery, and Richard
CompanyName: PowerShell in Depth
Copyright: Public Domain!
ModuleToProcess: toolkit.psm1
Description: Corporate PowerShell Tools
TypesToProcess[0]: toolkit.ps1xml
TypesToProcess[1]:
FormatsToProcess[0]: toolkit.format.ps1xml
FormatsToProcess[1]:
RequiredAssemblies[0]:
FileList[0]: toolkit.psm1
FileList[1]: toolkit.ps1xml
FileList[2]: toolkit.format.ps1xml
FileList[3]:
PS C:\Users\Administrator\Documents\WindowsPowerShell\Modules\Toolkit>
```

The cmdlet will create the module manifest, included in the next listing so that you can follow along.

Listing 32.4 `Toolkit.psd1`

```
#
# Module manifest for module 'toolkit'
#
# Generated by: Don, Jeffery, and Richard
#
# Generated on: 12/1/2011
#
@{
# Script module or binary module file associated with this manifest
ModuleToProcess = 'toolkit.psm1'

# Version number of this module.
ModuleVersion = '1.0'

# ID used to uniquely identify this module
GUID = '53901d6b-a07b-4c38-90f3-278737bc910c'

# Author of this module
Author = 'Don, Jeffery, and Richard'
```

```
# Company or vendor of this module
CompanyName = 'PowerShell in Depth'

# Copyright statement for this module
Copyright = 'Public Domain!'

# Description of the functionality provided by this module
Description = 'Corporate PowerShell Tools'

# Minimum version of the Windows PowerShell engine required by this module
PowerShellVersion = ''

# Name of the Windows PowerShell host required by this module
PowerShellHostName = ''

# Minimum version of the Windows PowerShell host required by this module
PowerShellHostVersion = ''

# Minimum version of the .NET Framework required by this module
DotNetFrameworkVersion = ''

# Minimum version of the common language runtime (CLR) required by
this module
CLRVersion = ''

# Processor architecture (None, X86, Amd64, IA64) required by this module
ProcessorArchitecture = ''

# Modules that must be imported into the global environment prior to
importing this module
RequiredModules = @()

# Assemblies that must be loaded prior to importing this module
RequiredAssemblies = @()

# Script files (.ps1) that are run in the caller's environment prior
to importing this module
ScriptsToProcess = @()

# Type files (.ps1xml) to be loaded when importing this module
TypesToProcess = 'toolkit.ps1xml'

# Format files (.ps1xml) to be loaded when importing this module
FormatsToProcess = 'toolkit.format.ps1xml'

# Modules to import as nested modules of the module specified
in ModuleToProcess
NestedModules = @()

# Functions to export from this module
FunctionsToExport = '*'

# Cmdlets to export from this module
CmdletsToExport = '*'

# Variables to export from this module
VariablesToExport = '*'

# Aliases to export from this module
AliasesToExport = '*'

# List of all modules packaged with this module
ModuleList = @()
```

```
# List of all files packaged with this module
FileList = 'toolkit.psml', 'toolkit.ps1xml', 'toolkit.format.ps1xml'

# Private data to pass to the module specified in ModuleToProcess
PrivateData = ''

}
```

And with that, you've finished. Opening a brand-new shell and running `Import-Module Toolkit` successfully loads your `Get-COComputerInfo` command, its default view, and its type extension (which creates the `Ping()` method on your output objects). Congratulations!

32.10 Summary

This chapter has provided a complete, from-scratch look at building a production-quality tool. You added error handling and verbose output, ensured that help was available, and packaged the command as a module that includes a custom default view and a useful type extension. This is what you should aspire to for your PowerShell commands: Make them look, work, and feel just like a native PowerShell command as much as possible. As you've seen, there's a good amount of work involved, but most of it's straightforward. And the payoff is an easier-to-use, more consistent command that works perfectly within the shell.

33

Tips and tricks for creating reports

This chapter covers

- Working with HTML fragments
- Creating HTML style reports
- Sending reports by email

There's definitely a trick to creating reports with PowerShell. Remember that PowerShell isn't at its best when it's forced to work with text; objects are where it excels. The more you can build your reports from objects, letting PowerShell take care of turning those into the necessary text, the better off you'll be.

33.1 What not to do

Let's start this chapter with an example of what we think is poor report-generating technique. We see code like this more often than we'd like. Most of the time the IT pro doesn't know any better and is perpetuating techniques from other languages such as VBScript. The following listing, which we devoutly hope you'll never run yourself, is a common approach that you'll see less-informed administrators take.

Listing 33.1 A poorly designed inventory report

```

param ($computername)
Write-Host '----- COMPUTER INFORMATION -----'
Write-Host "Computer Name: $computername"

$os = Get-WmiObject -Class Win32_OperatingSystem -ComputerName $computername
Write-Host "    OS Version: $($os.version)"
Write-Host "    OS Build: $($os.buildnumber)"
Write-Host "    Service Pack: $($os.servicepackmajorversion)"

$cs = Get-WmiObject -Class Win32_ComputerSystem -ComputerName $computername
Write-Host "    RAM: $($cs.totalphysicalmemory)"
Write-Host "    Manufacturer: $($cs.manufacturer)"
Write-Host "    Model: $($cs.model)"
Write-Host "    Processors: $($cs.numberofprocessors)"

$bios = Get-WmiObject -Class Win32_BIOS -ComputerName $computername
Write-Host "BIOS Serial: $($bios.serialnumber)"

Write-Host ''
Write-Host '----- DISK INFORMATION -----'
Get-WmiObject -Class Win32_LogicalDisk -Comp $computername -Filt
'drivetype=3' |
Select-Object @{n='Drive';e={$_.DeviceID}},
              @{n='Size(GB)';e={$_.Size / 1GB -as [int]}},
              @{n='FreeSpace(GB)';e={$_.freespace / 1GB -as [int]}} |
Format-Table -AutoSize

```

The code in listing 33.1 produces a report something like the one shown in figure 33.1.

```

Administrator: Windows PowerShell
PS C:\> .\bad.ps1 localhost
----- COMPUTER INFORMATION -----
Computer Name: localhost
    OS Version: 6.1.7601
    OS Build: 7601
    Service Pack: 1
    RAM: 1073209344
    Manufacturer: VMware, Inc.
    Model:
    Processors: 1
BIOS Serial: VMware-564d 47 10 6b f6 d7 bc-a3 d6 b1 99 a2 6f 9e 4b

----- DISK INFORMATION -----

Drive Size(GB) FreeSpace(GB)
-----
C:         40         25

PS C:\>

```

Figure 33.1 A text-based inventory report in PowerShell

It does the job, we suppose, but Don has a saying involving angry deities and puppies that he utters whenever he sees a script that outputs pure text like this. First of all, this script can only ever produce output on the screen because it's using `Write-Host`. In most cases, if you find yourself using only `Write-Host`, you're probably doing it wrong. Wouldn't it be nice to have the option of putting this information into a file or creating an HTML page? You could achieve that by just changing all of the `Write-Host` commands to `Write-Output`, but you still wouldn't be doing things the right way.

There are a lot of better ways that you could produce such a report, and that's what this chapter is all about. First, we'd suggest building a function for each block of output that you want to produce and having that function produce a single object that contains all of the information you need. The more you can modularize, the more you can reuse those blocks of code. Doing so would make that data available for other purposes, not just for your report. In our example of a poorly written report, the first section, Computer Information, would be implemented by some function you'd write. The Disk Information section is sharing information from only one source, so it's not that bad off, but all of those `Write` commands have to go.

Exceptions to every rule

There are exceptions to every rule.

One of us (Richard) spends a lot of time having to audit other people's systems. This is done by starting with a standard set of scripts. The scripts are designed to produce output that'll go directly into a Word document to produce the report (either directly written or text files that are copied into the document). In this way, the initial reports can be produced quickly so that the analysis and discussions aren't delayed.

A number of rules are broken in these scripts, including the following:

- Output is a mixture of text and objects
- Output is formatted

This is a deliberate decision because it's known exactly what's wanted out of these scripts and how the report has to look.

So the moral of the story is output objects, but be prepared to step outside of that paradigm when you have an exceptional, and compelling, reason.

In this chapter, we'll focus on a technique that can produce a nicely formatted HTML report, suitable for emailing to a boss or colleague. It's one of our favorite report-production techniques, and it's easily adaptable to a wide variety of situations.

33.2 Working with HTML fragments and files

The trick to our technique lies in the fact that PowerShell's `ConvertTo-HTML` cmdlet can be used in two different ways, which you'll see if you examine its help file. The first way produces a complete HTML page, whereas the second just produces an HTML

fragment. That fragment is just a table with whatever data you've fed the cmdlet. The example produces each section of the report as a fragment and then uses the cmdlet to produce a complete HTML page that contains all of those fragments.

33.2.1 *Getting the information*

You begin by ensuring that you can get whatever data you need formed into an object. You'll need one kind of object for each section of your report, so if you're sticking with Computer Information and Disk Information, that's two objects.

NOTE For brevity and clarity, we're going to omit error handling and other niceties in this example. You'd add those in a real-world environment.

Get-WmiObject by itself is capable of producing a single object that has all of the disk information you want, so you just need to create a function to assemble the computer information:

```
function Get-CSInfo {
    param($computername)
    $os = Get-WmiObject -Class Win32_OperatingSystem `
        -ComputerName $computername

    $cs = Get-WmiObject -Class Win32_ComputerSystem `
        -ComputerName $computername

    $bios = Get-WmiObject -Class Win32_BIOS `
        -ComputerName $computername

    #property names with spaces need to be enclosed in quotes
    $props = @{ComputerName=$computername
        'OS Version'=$os.version
        'OS Build'=$os.buildnumber
        'Service Pack'=$os.sevicepackmajorversion
        RAM=$cs.totalphysicalmemory
        Processors=$cs.numberofprocessors
        'BIOS Serial'=$bios.serialnumber}

    $obj = New-Object -TypeName PSObject -Property $props
    Write-Output $obj
}
```

The function uses the Get-WmiObject cmdlet to retrieve information from three different WMI classes on the specified computer. You always want to write objects to the pipeline, so you use New-Object to write a custom object to the pipeline, using a hash table of properties culled from the three WMI classes. Normally we prefer property names to not have any spaces, but because you're going to be using this in a larger reporting context, we're bending the rules a bit.

33.2.2 *Producing an HTML fragment*

Now you can use your newly created Get-CSInfo function to create an HTML fragment:

```
$frag1 = Get-CSInfo -computername SERVER2 |
ConvertTo-Html -As LIST -Fragment -PreContent '<h2>Computer Info</h2>' |
Out-String
```

This little trick took us a while to figure out, so it's worth examining:

- 1 You're saving the final HTML fragment into a variable named `$frag1`. That'll let you capture the HTML content and later insert it into the final file.
- 2 You're running `Get-CSInfo` and giving it the computer name you want to inventory. For right now, you're hardcoding the `SERVER2` computer name. You'll change that to a parameter a bit later.
- 3 You're asking `ConvertTo-HTML` to display this information in a vertical list rather than in a horizontal table, which is what it'd do by default. The list will mimic the layout from the old, bad-way-of-doing-things report.
- 4 You're using the `-PreContent` switch to add a heading to this section of the report. You added the `<h2>` HTML tags so that the heading will stand out a bit.
- 5 The whole thing—and this was the tricky part—is piped to `Out-String`. You see, `ConvertTo-HTML` puts a bunch of different things into the pipeline. It puts in strings, collections of strings, all kinds of wacky stuff. All of that will cause problems later when you try to assemble the final HTML page, so you're getting `Out-String` to just resolve everything into plain-old strings.

You can also go ahead and produce the second fragment. This is a bit easier because you don't need to write your own function first, but the HTML part will look substantially the same. The only real difference is that you're letting your data be assembled into a table rather than as a list:

```
$frag2 = Get-WmiObject -Class Win32_LogicalDisk -Filter 'DriveType=3' `
        -ComputerName SERVER2 |
        Select-Object @{name='Drive';expression={$_.DeviceID}},
                    @{name='Size (GB)';expression={$_.Size / 1GB -as [int]}},
                    @{name='FreeSpace (GB)';expression={
                    $_.freespace / 1GB -as [int]}} |
ConvertTo-Html -Fragment -PreContent '<h2>Disk Info</h2>' |
Out-String
```

You now have two HTML fragments, in `$frag1` and `$frag2`, so you're ready to assemble the final page.

33.2.3 Assembling the final HTML page

Assembling the final page involves adding your two existing fragments, although you're also going to embed a style sheet. Using Cascading Style Sheet (CSS) language is beyond the scope of this book, but this example will give you a basic idea of what it can do. This embedded style sheet lets you control the formatting of the HTML page so that it looks a little nicer. If you'd like a good tutorial and reference to CSS, check out <http://www.w3schools.com/css/>.

```
$head = '@'
<style>
body { background-color:#dddddd;
        font-family:Tahoma;
        font-size:12pt; }
```



```
td, th { border:1px solid black;
         border-collapse:collapse; }
th { color:white;
     background-color:black; }
table, tr, td, th { padding: 2px; margin: 0px }
table { margin-left:50px; }
</style>
'@
```

```
ConvertTo-HTML -head $head -PostContent $frag1,$frag2 `
-PreContent "<h1>Hardware Inventory for SERVER2</h1>"
```

You put that style sheet into the variable `$head` using a here-string to type out the entire CSS syntax you wanted. That gets passed to the `-head` parameter and your HTML fragments to the `-postContent` parameter. You also add a header for the whole page, where you again hardcode a computer name (SERVER2).

Save the entire script as `C:\Good.ps1` and run it like this:

```
./good > Report.htm
```

That directs the output HTML to `Report.htm`, which is incredibly beautiful, as shown in figure 33.2.

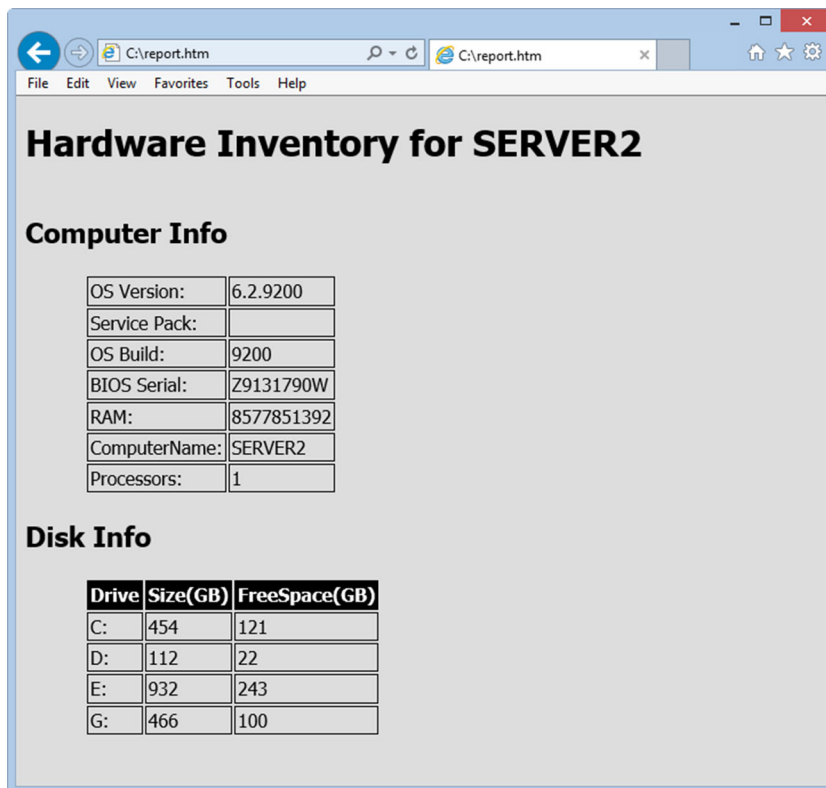


Figure 33.2 An HTML report consisting of multiple HTML fragments

Okay, maybe it's no work of art, but it's highly functional and frankly looks better than the on-screen-only report you started with in this chapter. Listing 33.2 shows the completed script, where you're swapping out the hardcoded computer name for a script-wide parameter that defaults to the local host. Notice too that you're including the [CmdletBinding()] declaration at the top of the script, enabling the -verbose parameter. Write-Verbose will document what each step of the script is doing. The next listing is a script you can build on!

Listing 33.2 An HTML inventory report script

```
<#
.DESCRIPTION
Retrieves inventory information and produces HTML
.EXAMPLE
./Good > Report.htm
.PARAMETER
The name of a computer to query. The default is the local computer.
#>

[CmdletBinding()]
param([string]$computername=$env:computername)

# function to get computer system info
function Get-CSInfo {
    param($computername)
    $os = Get-WmiObject -Class Win32_OperatingSystem `
-ComputerName $computername
    $cs = Get-WmiObject -Class Win32_ComputerSystem -ComputerName $computername
    $bios = Get-WmiObject -Class Win32_BIOS -ComputerName $computername
    $props = @{'ComputerName'=$computername
        'OS Version'=$os.version
        'OS Build'=$os.buildnumber
        'Service Pack'=$os.sevicepackmajorversion
        'RAM'=$cs.totalphysicalmemory
        'Processors'=$cs.numberofprocessors
        'BIOS Serial'=$bios.serialnumber}

    $obj = New-Object -TypeName PSObject -Property $props
    Write-Output $obj
}

Write-Verbose 'Producing computer system info fragment'
$frag1 = Get-CSInfo -computername $computername |
ConvertTo-Html -As LIST -Fragment -PreContent '<h2>Computer Info</h2>' |
Out-String

Write-Verbose 'Producing disk info fragment'
$frag2 = Get-WmiObject -Class Win32_LogicalDisk -Filter 'DriveType=3' `
-ComputerName $computername |
Select-Object @{'name='Drive';expression={$_.DeviceID}},
    @{'name='Size (GB)';expression={$_.Size / 1GB -as [int]}},
    @{'name='FreeSpace (GB)';expression={$_.freespace / 1GB -as [int]}} |
ConvertTo-Html -Fragment -PreContent '<h2>Disk Info</h2>' |
Out-String
```

```

Write-Verbose 'Defining CSS'
$head = '@'
<style>
body { background-color:#dddddd;
        font-family:Tahoma;
        font-size:12pt; }
td, th { border:1px solid black;
         border-collapse:collapse; }
th { color:white;
     background-color:black; }
table, tr, td, th { padding: 2px; margin: 0px }
table { margin-left:50px; }
</style>
'@

Write-Verbose 'Producing final HTML'
Write-Verbose 'Pipe this output to a file to save it'
ConvertTo-HTML -head $head -PostContent $frag1,$frag2 `
-PreContent "<h1>Hardware Inventory for $ComputerName</h1>"

```

Using the script is simple:

```

PS C:\> $computer = SERVER01
PS C:\> C:\Scripts\good.ps1 -computername $computer |
>> Out-File "$computer.html"
>>
PS C:\> Invoke-Item "$computer.html"

```

The script runs, produces an output file for future reference, and displays the report. Keep in mind that your work in building the `Get-CSInfo` function is reusable. Because that function outputs an object, and not just pure text, you can repurpose it in a variety of places where you might need the same information.

To add to this report, you'd just do the following:

- 1 Write a command or function that generates a single kind of object that contains all the information you need for a new report section.
- 2 Use that object to produce an HTML fragment, storing it in a variable.
- 3 Add that new variable to the list of variables in the script's last command, thus adding the new HTML fragment to the final report.
- 4 Sit back and relax.

Yes, this report is text. Ultimately, every report will be, because text is what we humans read. The point of this one is that everything stays as PowerShell-friendly objects until the last possible instance. You let PowerShell, rather than your own fingers, format everything for you. The working bits of this script, which retrieve the information you need, could easily be copied and pasted and used elsewhere for other purposes. That wasn't as easy to do with our original pure-text report because the working code was so embedded with all that formatted text.

33.3 *Sending email*

What's better than an HTML report? An HTML report that's automatically emailed to whoever needs it!

Fortunately, nothing could be simpler in PowerShell, thanks to its `Send-MailMessage` cmdlet. Just modify the end of your script as follows:

```
Write-Verbose 'Producing final HTML'
Write-Verbose 'Pipe this output to a file to save it'
ConvertTo-HTML -head $head -PostContent $frag1,$frag2 `
-PreContent "<h1>Hardware Inventory for $ComputerName</h1>" |
Out-File report.htm

Write-Verbose "Sending e-mail"
$params = @{ 'To'='whomitmayconcern@company.com'
            'From'='admin@company.com'
            'Subject'='That report you wanted'
            'Body'='Please see the attachment.'
            'Attachments'='report.htm'
            'SMTPServer'='mail.company.com' }
Send-MailMessage @params
```

You modify the end of the `ConvertTo-HTML` command to pipe the output to a file. Then you use the `Send-MailMessage` command to send the file as an attachment. If you prefer, you can also send the HTML as the message body itself. You don't need to create the text file but can take the HTML output and use it directly, although you do have to make sure the output is treated as one long string. Here's an alternative example:

```
Write-Verbose 'Producing final HTML'
$body=ConvertTo-HTML -head $head -PostContent $frag1,$frag2 `
-PreContent "<h1>Hardware Inventory for $ComputerName</h1>" | Out-String

Write-Verbose "Sending e-mail"
$params = @{ 'To'='whomitmayconcern@company.com'
            'From'='admin@company.com'
            'Subject'='That report you wanted'
            'Body'=$Body
            'BodyAsHTML'=$True
            'SMTPServer'='mail.company.com' }
Send-MailMessage @params
```

Here you build the parameters for `Send-MailMessage` command in a hash table, which is saved into the variable `$params`. That lets you use the *splat* technique to feed all of those parameters to the command at once. There's no difference between what you did and just typing the parameters out normally, but the hash table makes the script a bit easier to read.

33.4 Summary

Building reports is certainly a common need for administrators, and PowerShell is well suited to the task. The trick is to produce reports in a way that makes the reports' functional code—the bits that retrieve information and so forth—somewhat distinct from the formatting- and output-creation code. In fact, PowerShell is generally capable of delivering great formatting with very little work on your part, as long as you work the way it needs you to.

Part 4

Advanced PowerShell

One of PowerShell's greatest strengths is its ability to connect to other technologies, such as WMI, CIM, COM, .NET, and a host of other acronyms. In part 4, we'll briefly look at each of these and demonstrate how PowerShell can utilize them. We'll provide one caution: We don't dive as deeply into these as we have the other topics in this book. That's because they *are* external technologies. Although accessed from within PowerShell, they can also be used from a variety of other places, and each could quite easily consume an entire book (and in some cases, others have already written those books—which we'll mention as appropriate within the chapters). Our focus in these chapters will be to look at how PowerShell can use these technologies, give you a starting place for doing so, and then provide you with some direction for further independent exploration.

34

Working with the Component Object Model (COM)

This chapter covers

- Discovering what COM is and isn't
- Working with COM objects

Get ready for a blast from the past! Before Microsoft invented the .NET Framework, folks relied on an earlier technology called the Component Object Model (COM). COM is basically a set of rules that enable developers to write software components that can easily interoperate. COM is still in wide use today, although it's considered an older cousin to the .NET Framework. Many technologies you rely on, and use with PowerShell, are still based on COM. Examples include Active Directory Services Interfaces (ADSI) for working with Active Directory, WMI, and the object models that enable you to script against Internet Explorer or the Office products such as Word and Excel. COM is here and unlikely to go away in the foreseeable future. Unlike .NET, whose components can't run without the .NET Framework itself installed, COM doesn't have any specific prerequisites—many pieces of COM software can run on any Windows computer.

Because so much functionality was written in COM, the .NET Framework originally shipped with—and still contains—the ability to load and use those pieces of software that comply with the COM specification. This is done through a .NET

Framework layer called the *interop layer*. PowerShell, through interop, is able to take advantage of many pieces of COM-based software.

34.1 Introduction to COM objects

COM software is generally packaged into a dynamic link library (DLL) and is usually written in C++. A given DLL can contain one or more distinct components, usually referred to as *COM objects*. These COM objects are referred to by unique program identifiers (ProgIDs). You don't generally need to know what DLL a COM object lives in or where that DLL is stored. Instead, you ask Windows to load the object by providing Windows with the desired ProgID, like `wscript.shell` or `word.application`. Windows then consults its Registry, which contains cross-references for ProgIDs and their physical DLL locations. Thinking about that process for a moment will tell you an unfortunate fact about COM objects: They have to be explicitly installed and *registered* with Windows so that Windows knows what ProgIDs they use and where the necessary DLL files are kept. This is one of the biggest upsides to COM, because you can look in a single location—the Registry—and see what COM objects are available. It's also one of the biggest downsides, because DLLs must be explicitly registered before being used.

NOTE The process of creating and installing COM DLLs is beyond the scope of this book. Registration is also out-of-bounds for this discussion, although we'll note that many COM-compliant DLLs can be registered by right-clicking them in Windows Explorer and selecting the Register option. You can usually also run the `Regsvr32.exe` command-line utility, providing it with the complete path and filename of a COM-compliant DLL, to register the COM objects in that DLL.

It isn't enough to know what COM objects are available; you also need to know how to use each one. Many COM-compliant DLLs ship with a *type library*, sometimes stored in a TLB (type library) file, which describes how the COM objects inside that DLL work. Without a type library, you're completely on your own—in fact, for the purposes of this chapter, we're going to assume that any COM object you want to work with comes with a type library. Without one, we'd definitely have to stray far into the realm of C++ development, which is further than we plan, or want, to go with this book.

Ultimately, you're either going to find out about COM object ProgIDs by seeing other people's examples or run across them by using a *type library browser*. Some commercial script editors—SAPIEN PrimalScript is one example—include type library browsers; you can also use your favorite internet search engine to look for “type library browser” or “type library explorer” to find other commercial and free options. These browsers usually display a list of ProgIDs and can be expanded to show the members associated with a ProgID.

There's no global, consolidated list of COM objects—even of the ones made by Microsoft. Most—even Microsoft's—are poorly documented, if they're documented at all. Choosing to use COM is choosing to enter the “here there be dragons” portion of

What else is out of scope?

There's a lot more that we could cover when it comes to COM, including Distributed COM, (DCOM). DCOM, which is needed for WMI calls to remote machines, is the technology that lets you connect to COM objects on remote machines. But we're not going to cover it.

Ultimately, we feel that using COM is something you'll only do when there's not a better, more PowerShell-native option available. In many cases, using COM within PowerShell forces you to adopt a very programmer-like approach, because COM predates PowerShell's pipeline and other command-line-oriented approaches. Further, as Microsoft continues to invest in PowerShell, they'll provide all of the functionality you used to get from COM objects as friendlier, better-documented PowerShell commands, providers, and so forth.

COM is, from an administrative viewpoint, extremely incomplete. COM lived at the height of an era where the GUI was king and where automatable components—like COM objects—were very much a second-class effort within Microsoft and other companies. It's rare to find a COM object that can do everything you might need it to do; one of the primary drivers behind PowerShell's existence, in fact, was the scattershot approach known as COM.

Another problem with COM is that .NET's interop layer isn't perfect—and, therefore, PowerShell's ability to use COM objects isn't perfect. Some objects just won't work, forcing you to fall back to an older, COM-based technology like VBScript in order to accomplish your automation goals.

We know a lot of readers may find themselves using a COM object now and again to accomplish some crucial task. That's okay—we know you have to do what you have to do to get the job done. But using COM is stepping firmly outside of PowerShell; you're not using PowerShell at all, except as an access mechanism to the older technology. Because it's outside PowerShell, it's outside what we're going to spend a lot of time on in this book.

the computing map. You'll often be on your own, at best helped by examples posted by other folks in various online forums and blogs.

Our purpose with this chapter isn't to provide a comprehensive look at everything COM can do. For this chapter, we're assuming you know a few things:

- The ProgID of the COM object you want to use
- The members—that is, the properties and methods—of the COM object that you want to use
- The general functional approach of the COM object you want to use

Our goal with this chapter is to show you how to put that knowledge to use. Because many of the COM-based examples you're likely to find online are based in VBScript, we'll provide some VBScript equivalents to the necessary PowerShell commands, with the hope that our doing so will make those examples easier to translate into PowerShell.

One useful resource for translating VBScript examples into PowerShell is the “The VBScript-to-Windows PowerShell Conversion Guide,” which can be found at <http://technet.microsoft.com/en-us/library/ee221101.aspx>. It does move on a frequent basis so be prepared to search.

NOTE If you’re converting WMI-based VBScripts to PowerShell, do not, under any circumstances, follow the methods of displaying the results you’ll see in those scripts. Remember that PowerShell emits objects and that the format cmdlets are there to handle your output requirements.

But how do we use COM objects directly in PowerShell?

34.2 Instantiating COM objects in PowerShell

Instantiating is the act of loading a COM object into memory, storing a reference to that object in a variable, and generally preparing to use the COM object.

In VBScript, instantiation is done by using the `CreateObject()` method and the COM object’s ProgID:

```
Obj = CreateObject("Wscript.Network")
```

PowerShell’s command looks similar:

```
$Obj = New-Object -ComObject "WScript.Network"
```

The `-ComObject` parameter tells PowerShell to fall back to the old COM way of doing things, rather than trying to create an instance of a .NET Framework class. If the `New-Object` command fails, then there are several possible reasons to consider:

- The COM object you’ve selected isn’t compatible with PowerShell. There’s no real fix for this.
- The ProgID you specified isn’t in the Registry, meaning the COM object isn’t installed or isn’t registered.
- The COM object can’t be instantiated in this fashion; it must be created as the result of running some other COM object’s methods. You’ll need to consult the object’s documentation—if you can find it—to learn more.

TIP If you know the ProgID, your best bet if you run into problems is to hop on a search engine and enter that ProgID as a search term. You’ll often turn up examples, and possibly even documentation, that way.

Once the object is instantiated and referenced by a variable, you’re ready to use it.

34.3 Accessing and using COM objects’ members

Like the other objects you’ve used in PowerShell, COM objects have members—primarily properties and methods. Properties may be read-only or may be writable; methods cause the object to execute some task or behavior. One thing you’ll see quite commonly when working with COM objects is that properties are in reality other

embedded COM objects. At this stage you're digging into the documentation and hoping there are some methods on the object to help you unravel all of this.

Properties are accessed by referring to the object variable and the property name. In VBScript, you'd do this to display the `UserName` property of the `WScript.Network` object:

```
objNetwork = CreateObject("WScript.Network")
WScript.Echo objNetwork.UserName
```

Performing the same trick in PowerShell looks almost exactly the same. You use `Write-Host` to output the property's contents to the screen, because that's what VBScript's `WScript.Echo` does:

```
$Network = New-Object -com WScript.Network
Write-Host $Network.UserName
```

NOTE The `obj` prefix on variable names—such as `objNetwork`—comes from a coding convention called Hungarian Notation that was popular during VBScript's heyday. Today, most developers prefer not to use those prefixes, although you can obviously do whatever you like. In our PowerShell example, we omitted the `obj` prefix, but we could've called our variable `$objNetwork` and the example would've worked the same.

Methods are executed in much the same fashion. For example, `WScript.Network` has a `MapNetworkDrive` method that accepts two parameters: the drive letter to use and the Universal Naming Convention (UNC) path to map the drive to. In VBScript, assuming `objNetwork` already contained the object, you'd do this:

```
objNetwork.MapNetworkDrive("z:", "\\server\share")
```

Once again, PowerShell's syntax looks much the same:

```
$Network.MapNetworkDrive("z:", "\\server\share")
```

There's one important difference between VBScript and PowerShell. With VBScript, you could omit the parentheses from a method that didn't accept any parameters. For example, let's suppose you had an object in the variable `objMine`, and it had a method named `DoSomething`, which accepted no input arguments. In VBScript, this would be legal:

```
objMine.DoSomething
```

That's not legal in PowerShell. In PowerShell, you must always provide parentheses immediately after the method name, with no space after the method name, even if the method requires or accepts zero arguments:

```
$mine.DoSomething()
```

That's an important distinction to remember if you're translating VBScript code to PowerShell. One advantage that PowerShell *does* offer, if you have to resort to using COM objects, is that you can interact with them without turning to scripting. Want to

know what properties and methods \$Network has but your VBScript-foo is a little shaky? Ask PowerShell:

```
PS C:\> $network | get-member
```

```

    TypeName: System.__ComObject#{24be5a31-edfe-11d2-b933-00104b365c9f}

Name                                     MemberType Definition
----
AddPrinterConnection                   Method      void AddPrinterConnection (string...
AddWindowsPrinterConnection           Method      void AddWindowsPrinterConnection ...
EnumNetworkDrives                      Method      IWshCollection EnumNetworkDrives ()
EnumPrinterConnections                 Method      IWshCollection EnumPrinterConnect...
MapNetworkDrive                        Method      void MapNetworkDrive (string, str...
RemoveNetworkDrive                    Method      void RemoveNetworkDrive (string, ...
RemovePrinterConnection                Method      void RemovePrinterConnection (str...
SetDefaultPrinter                      Method      void SetDefaultPrinter (string)
ComputerName                           Property    string ComputerName () {get}
Organization                           Property    string Organization () {get}
Site                                    Property    string Site () {get}
UserDomain                              Property    string UserDomain () {get}
UserName                                Property    string UserName () {get}
UserProfile                             Property    string UserProfile () {get}

```

Unfortunately details may not be as forthcoming as you might wish:

```
PS C:\> $Network.MapNetworkDrive.OverloadDefinitions
void MapNetworkDrive (string, string, Variant, Variant, Variant)
```

If you want to use this method, there are some expected values, but there's no clue as to what they should be. You just have to know or get lucky with an example of someone else's code.

As we've said, we're hoping you only need COM objects to fill a specific need. But don't think they have to exist alone. Once an object exists in PowerShell, you can use it any way you need:

```
PS C:\> $fso=new-object -com Scripting.FileSystemObject
PS C:\> $fso.drives | where {$_.drivetype -eq 2} |
>> Select Path,@{Name="SizeGB";Expression={
>> "{0:N2}" -f ($_.TotalSize/1GB)}},
>> @{Name="FreeGB";Expression={ "{0:N2}" -f ($_.FreeSpace/1GB)}},
>> @{Name="UsedGB";Expression={
>> "{0:N2}" -f (($_.TotalSize - $_.FreeSpace)/1GB)}}
>>
```

Path	SizeGB	FreeGB	UsedGB
C:	19.90	4.40	15.50
D:	4.00	2.72	1.28

PowerShell can use the COM object in a pipelined expression just as well as any other type of object.

34.4 PowerShell and COM examples

This section won't supply anything like a complete tutorial on using COM objects with PowerShell, but it will provide a few examples to get you started.

We'll start by looking at the `FileSystem` object. This object was seen a lot in VBScript and still has a few uses. For instance, you can directly see the size of a folder:

```
$data = @()
$fso = New-Object -ComObject "Scripting.FileSystemObject"
$top = $fso.GetFolder("c:\test")
$data += New-Object PSObject -Property @{
    Path = $top.Path
    Size = $top.Size
}

foreach ($sf in $top.SubFolders) {
    $data += New-Object PSObject -Property @{
        Path = $sf.Path
        Size = $sf.Size
    }
}
$data
```

You instantiate the `FileSystem` object and use the `GetFolder` method on the top-level folder. The `SubFolders` collection is iterated to find the folders and their sizes.

We stated in the introduction that the Microsoft Office products have a COM object model associated with them. The one exception is OneNote, which is XML based.

NOTE It's possible to work with the OpenXML format for Word documents, but in many ways this is much harder and has even less documentation and examples. As of this writing, OpenXML isn't fully compatible with PowerShell v3 and we don't recommend you use it until this is remedied.

Creating and writing to a Word document can be achieved like this:

```
$word = New-Object -ComObject "Word.application"
$word.visible = $true
$doc = $word.Documents.Add()
$doc.Activate()

$word.Selection.Font.Name = "Cambria"
$word.Selection.Font.Size = "20"
$word.Selection.TypeText("PowerShell")
$word.Selection.TypeParagraph()

$word.Selection.Font.Name = "Calibri"
$word.Selection.Font.Size = "12"
$word.Selection.TypeText("The best scripting language in the world!")
$word.Selection.TypeParagraph()
```

Working with Microsoft Word in this way quickly gets tedious. You'll most likely want to create functions to handle some of the grunt work. One great use for these techniques is documenting your servers. Use WMI to gather the configuration information and write straight into a Word document. Instant, painless documentation—the admin's dream.

The last example we want to show involves Excel:

```
$xl = New-Object -comobject "Excel.Application"
$xl.visible = $true
$xlbooks = $xl.workbooks
$wkbk = $xlbooks.Add()
$sheet = $wkbk.WorkSheets.Item(1)

## create headers
$sheet.Cells.Item(1,1).FormulaLocal = "Value"
$sheet.Cells.Item(1,2).FormulaLocal = "Square"
$sheet.Cells.Item(1,3).FormulaLocal = "Cube"
$sheet.Cells.Item(1,4).FormulaLocal = "Delta"

$row = 2

for ($i=1;$i -lt 25; $i++){
    $f = $i*$i

    $sheet.Cells.Item($row,1).FormulaLocal = $i
    $sheet.Cells.Item($row,2).FormulaLocal = $f
    $sheet.Cells.Item($row,3).FormulaLocal = $f*$i
    $sheet.Cells.Item($row,4).FormulaLocal = "=RC[-1]-RC[-2]"

    $row++
}
```

If you run this, you'll see that it runs painfully slowly. You can watch each entry being made. If you want data in Excel, create a CSV file using `Export-CSV` and then load the file into Excel.

NOTE If you're looking for more examples of integrating Office applications with PowerShell, visit Jeff's blog and go to <http://jdhitsolutions.com/blog/2012/05/san-diego-2012-powershell-deep-dive-slides-and-demos/>.

34.5 Summary

COM is a technology that you need to be aware of, but it isn't something you'll be using every day unless you're performing a lot of automation based on the Office suite or have a legacy application with a COM interface that you can script. It's a legacy technology that nevertheless will be with us for some time due to the vast number of COM-based applications that have been produced. If you have a .NET-based alternative, we recommend that you use that instead. But in either event, it's all about the objects, and PowerShell makes this a much easier proposition.

35

Working with .NET Framework objects

This chapter covers

- Understanding .NET terminology
- Using .NET classes
- Creating .NET instances

One of the most powerful aspects of PowerShell is the fact that it's built on the .NET Framework and that it can access all of the underlying .NET capabilities. The .NET Framework is huge, and it's a good bet that you can find something to do what you need in the event no cmdlet is available for the task at hand.

We have to issue a warning here, though: We're crossing the line. You're no longer using PowerShell as PowerShell; you're diving into the world of .NET programming, and you just happen to be using PowerShell as a way of getting to .NET. You'll need to use programming-style structures, rather than commands. Though this is something PowerShell can do, it isn't something PowerShell necessarily excels at; if you're getting into complex scripts that use .NET heavily, you might have a better experience getting a copy of Visual Studio, which is designed specifically for .NET programming.

TIP PowerShell syntax was created to be deliberately similar to C#. That was done to provide as smooth a transition as possible for the situation

where you need to use a .NET language to get your job done. Having said that, we don't expect many IT pros to progress down that path. It's an option, not a necessity.

We also have to set some scope for this chapter. The Framework is truly massive, and there's no way we can cover all of it. No single book could, let alone a chapter. Our job here is to help you understand some of .NET's terminology, show you how PowerShell accesses .NET, and point you to Microsoft's online documentation for .NET. Beyond that, you're on your own.

35.1 **Classes, instances, and members**

A *class* is an abstract definition of some functional unit. You've used `Get-Service` for simple examples throughout this book; it produces objects of the type `System.ServiceProcess.ServiceController`. That's the *type name* of the class. The class is, by and large, just a definition of what such a thing would look like.

An *instance* is some actual, running occurrence of a class. If your machine has 100 services, then it has 100 instances of the `System.ServiceProcess.ServiceController` class. In the case of that particular class, you usually work with the instances that are already running. For other classes, you might first have to create, or *instantiate*, an instance of the class in order to have something to work with. Technically, you have to ask the class to create a new instance of itself, a process called constructing. Classes offer one or more *constructors* for this purpose, which are essentially a special method that returns a new instance of the class. Some constructors require no extra information in order to get the new instance up and running; other constructors may require additional arguments in order to complete the task.

Part of what the class defines is its *members*. These include its properties, its methods, and the events that it can support. You've seen these before by piping objects to `Get-Member`; now you know why the cmdlet uses the noun "Member."

Typing a class name into your favorite search engine will, often as not, yield Microsoft's documentation for that class. In figure 35.1, we've located the documentation for the `System.ServiceProcess.ServiceController`, which outlines the class's members. You can also see the constructors for the class, which is what you'd call to create a new instance of the class. You can see, for example, that there are three constructors, two of which require additional information in order to execute.

Classes can have two kinds of members. An *instance member* is one that can only be accessed from an instance of the class, and they're the most common types of members. For example, to retrieve the name of a service, you have to have an actual instance of a service to work with. There are also *class members*, also called *static members*, which don't need an instance of the class. For example, .NET's `Math` class offers static methods for a number of math operations. You don't have to create an instance of the class in order to use them; they're just available to you all of the time.

The screenshot shows the MSDN website for the **ServiceController Class** in the .NET Framework 4. The page includes a navigation menu on the left with options like 'MSDN Library', '.NET Development', and 'System.ServiceProcess Namespaces'. The main content area is titled 'ServiceController Class' and includes a description: 'Represents a Windows service and allows you to connect to a running or stopped service, manipulate it, or get information about it.' Below this, there are sections for 'Inheritance Hierarchy', 'Syntax', 'Constructors', and 'Properties'. The 'Syntax' section shows a code snippet: `[ServiceProcessDescriptionAttribute("ServiceControllerDesc")] public class ServiceController : Component`. The 'Constructors' section contains a table with three entries: `ServiceController`, `ServiceController(String)`, and `ServiceController(String, String)`. The 'Properties' section contains a table with four entries: `CanPauseAndContinue`, `CanRaiseEvents`, `CanShutdown`, and `CanSton`.

Figure 35.1 The MSDN website contains the documentation for .NET’s classes.

35.2 .NET Framework syntax in PowerShell

PowerShell has specific syntax for working with Framework classes:

- The `New-Object` cmdlet creates new instances of classes. The `-TypeName` parameter accepts the type name of the desired class, and `-ArgumentList` enables you to pass arguments to the class’s constructor. Based on the number and data type of the arguments you provide, .NET will automatically select the correct constructor.

NOTE This “automatic selection” is a standard .NET feature called *overloading*. The arguments accepted by a method, including constructors, collectively form a signature: “This method needs two strings, then a number, then a Boolean value,” for example. No constructor can have the same signature as another. Thus, by looking at the values you provide, .NET can figure out which constructor you were trying to run.

- When referring to a class's type name, such as to execute static methods, put the class name in square brackets [].
- Use a period (.) to access the members of a class or instance.
- Follow a class name, in square brackets, with two colons (::) to access static members of the class.

You'll see examples of all of these in the next couple of sections.

35.3 .NET support in PowerShell

This heading might seem like an odd one because PowerShell is built from .NET and uses .NET objects (more or less). What this heading means is that a certain amount of the .NET Framework is loaded by default when PowerShell is started. If you need anything else, you must explicitly load it.

If you want to discover the .NET assemblies (often roughly equivalent to namespaces) that are loaded, you can perform this trick:

```
PS C:\> [appdomain]::CurrentDomain.GetAssemblies() | foreach
➔ {$_.Fullname.Split(",")[0]} | Sort
Anonymously Hosted DynamicMethods Assembly
Engine
Engine.Shell
Interfaces
Microsoft.CSharp
Microsoft.Management.Infrastructure
Microsoft.PowerShell.Commands.Management
Microsoft.PowerShell.Commands.Utility
Microsoft.PowerShell.ConsoleHost
Microsoft.PowerShell.Security
mscorlib
PSEventHandler
System
System.Configuration
System.Configuration.Install
System.Core
System.Data
System.DirectoryServices
System.Drawing
System.Management
System.Management.Automation
System.Numerics
System.Transactions
System.Windows.Forms
System.Xml
```

The Appdomain class is a member of the System namespace. You should use [System.AppDomain] to be 100 percent correct, but because the System namespace is loaded you can omit using System. We recommend using the full name, apart from a few well-known classes such as PObject and Math. If you're in doubt about whether some part of the .NET Framework is available, you can use this technique to test what's been loaded.

35.4 Accessing static members

The `[Math]` class is one you'll commonly see people working with when it comes to static members. Technically, its class name is `[System.Math]`, although PowerShell lets you get away with omitting `System` in class names, because that's one of the default top-level namespaces that PowerShell loads, as you've just seen.

NOTE A namespace is simply a means of categorizing similar classes. `System` is one of the top-level categories.

`[Math]` doesn't have a constructor, so you're not meant to instantiate it. Instead, you use its many static members, documented at <http://msdn.microsoft.com/en-us/library/system.math.aspx>. Or pipe `[math]` to `Get-Member`.

For example, to get the absolute value of a number:

```
PS C:\> [system.math]::Abs(-100)
100
PS C:\> [math]::Abs(-100)
100
```

Here, you're performing the same operation twice, just to demonstrate that both the full class name `[system.math]` and the shorter `[Math]` work identically. `Abs()` is a static method of the class; methods always include parentheses immediately after the method name. In this case, the method accepts one numeric parameter, which you've given as `-100`.

`[Math]` also has some static properties, which are referred to as fields. These contain constant (unchanging) values. For example:

```
PS C:\> [math]::pi
3.14159265358979
```

You can visually differentiate between a method and a property (or field) because methods always have the opening and closing parentheses; properties (and fields) don't.

```
PS C:\> $r=Read-Host "Enter a radius"
Enter a radius: 5
PS C:\> ([math]::Pow($r,2))*[math]::pi
78.5398163397448
```

35.5 Finding the right framework bits

Let's work through an example. Say you'd like to find a way to resolve a hostname into one or more IP addresses by using DNS. This task is certainly possible without resorting to `.NET`, but it'll make a good exercise for figuring out how to use `.NET` from within PowerShell.

The toughest part with `.NET` is finding the part you need, not using it. Fortunately, `.NET` is well documented, and the internal search engine on <http://MSDN.Microsoft.com> and the various public search engines all do a good job. Add "msdn" or ".net" to any search in Google or Bing to return more Framework-centric results. For example, to find our DNS example, we started with a Bing search for "msdn system.network," guessing that the high-level `System.Network` namespace would be a good starting point

(being able to make good guesses definitely shortens the searching process). That search got us the System.Net Namespace page, at <http://msdn.microsoft.com/en-us/library/system.net.aspx>, shown in figure 35.2. Note that our guess, `System.Network`, wasn't entirely accurate; the namespace is called `System.Net`. But search engines are often “fuzzy” enough to let a good first guess turn up the right result.

From there, we spotted the `Dns` class, which looked promising. That took us to <http://msdn.microsoft.com/en-us/library/system.net.dns.aspx>, shown in figure 35.3.

As you can see if you visit the page yourself, there's no constructor, meaning we expect all of the members in this class to be static. That's confirmed by the method list, which shows each method with a big red “S” icon, indicating static methods. A bunch of these methods are listed as “Obsolete,” which suggests they came from earlier versions of .NET and that we should stay away from them. Fine—that eliminates about half of what's on the page! We eventually found `GetHostAddresses`, which is what we were trying to do. `GetHostByName` was actually our first hit, but it's obsolete, so we kept looking. Clicking on the method name

The screenshot shows the MSDN website for the System.Net Namespace. The page title is "System.Net Namespace" and it is for ".NET Framework 4". Below the title, there is a brief description: "The System.Net namespace provides a simple programming interface for many of the protocols used on networks today. The WebRequest and WebResponse classes form the basis of what are called pluggable protocols, an implementation of network services that enables you to develop applications that use Internet resources without worrying about the specific details of the individual protocols." Below this, there is a section titled "Classes" which contains a table listing various classes and their descriptions.

Class	Description
AuthenticationManager	Manages the authentication modules called during the client authentication process.
Authorization	Contains an authentication message for an Internet server.
Cookie	Provides a set of properties and methods that are used to manage cookies. This class cannot be inherited.
CookieCollection	Provides a collection container for instances of the Cookie class.
CookieContainer	Provides a container for a collection of CookieCollection objects.
CookieException	The exception that is thrown when an error is made adding a Cookie to a CookieContainer.
CredentialCache	Provides storage for multiple credentials.
Dns	Provides simple domain name resolution functionality.
DnsEndPoint	Represents a network endpoint as a host name or a string representation of an IP address and a port number.
DnsPermission	Controls rights to access Domain Name System (DNS) servers on the network.
DnsPermissionAttribute	Specifies permission to request information from Domain Name Servers.
DownloadDataCompletedEventArgs	Provides data for the DownloadDataCompleted event.
DownloadProgressChangedEventArgs	Provides data for the DownloadProgressChanged event of a WebClient.
DownloadStringCompletedEventArgs	Provides data for the DownloadStringCompleted event.
EndPoint	Identifies a network address. This is an abstract class.
EndpointPermission	Defines an endpoint that is authorized by a SocketPermission instance.

Figure 35.2 Reviewing the classes in the System.Net namespace

The screenshot shows the MSDN website for the `Dns` class. The page title is "Dns Class" under ".NET Framework 4". It provides simple domain name resolution functionality. The inheritance hierarchy shows `System.Object` and `System.Net.Dns`. The namespace is `System.Net` and the assembly is `System`. The syntax shows a C# code snippet: `public static class Dns`. The methods section lists the following members:

Name	Description
<code>BeginGetHostAddresses</code>	Asynchronously returns the Internet Protocol (IP) addresses for the specified host.
<code>BeginGetHostByName</code>	Obsolete. Begins an asynchronous request for <code>IPHostEntry</code> information about the specified DNS host name.
<code>BeginGetHostEntry(IPAddress, AsyncCallback, Object)</code>	Asynchronously resolves an IP address to an <code>IPHostEntry</code> instance.
<code>BeginGetHostEntry(String, AsyncCallback, Object)</code>	Asynchronously resolves a host name or IP address to an <code>IPHostEntry</code> instance.
<code>BeginResolve</code>	Obsolete. Begins an asynchronous request to resolve a DNS host name or IP address to an <code>IPAddress</code> instance.
<code>EndGetHostAddresses</code>	Ends an asynchronous request for DNS information.
<code>EndGetHostByName</code>	Obsolete. Ends an asynchronous request for DNS information.
<code>EndGetHostEntry</code>	Ends an asynchronous request for DNS information.
<code>EndResolve</code>	Obsolete. Ends an asynchronous request for DNS information.
<code>GetHostAddresses</code>	Returns the Internet Protocol (IP) addresses for the specified host.
<code>GetHostByAddress(IPAddress)</code>	Obsolete. Creates an <code>IPHostEntry</code> instance from the specified

Figure 35.3 Reviewing the `Dns` class's members

took us to <http://msdn.microsoft.com/en-us/library/system.net.dns.gethostaddresses.aspx>, shown in figure 35.4.

Note that the method name is shown as `GetHostAddresses`, not `GetHostAddresses()` with parentheses. Adding the parentheses is something you just have to know to do when you're working from within PowerShell; not every .NET language requires them, but PowerShell does because of its C# background.

This documentation is telling us that the method accepts one argument, a host-name or address, which is a `String`, and is the hostname or IP address to resolve. It returns an object of `System.Net.IPAddress`. Actually, it says it returns an array of such objects, meaning there's the potential for there to be more than one. So before we try this method, we want to see what this `System.Net.IPAddress` looks like. Clicking on that class name under "Return Value" took us to <http://msdn.microsoft.com/en-us/library/system.net.ipaddress.aspx>, which is shown in figure 35.5.

There are constructors shown here, but we don't need them. We're not going to be creating an instance of this class ourselves; we're going to be getting an instance that was created by our `Dns` method.

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 EndGetHostAddresses Method
 EndGetHostName Method
 EndGetHostEntry Method
 EndResolve Method
 GetHostAddresses Method
 GetHostByAddress Method
 GetHostByName Method
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Dns.GetHostAddresses Method

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Returns the Internet Protocol (IP) addresses for the specified host.

Namespace: System.Net
 Assembly: System (in System.dll)

Syntax

```
C# C++ F# VB
public static IPAddress[] GetHostAddresses(
    string hostNameOrAddress
)
```

Parameters

hostNameOrAddress
 Type: System.String
 The host name or IP address to resolve.

Return Value

Type: System.Net.IPAddress()
 An array of type `IPAddress` that holds the IP addresses for the host that is specified by the *hostNameOrAddress* parameter.

Exceptions

Exception	Condition
ArgumentNullException	<i>hostNameOrAddress</i> is Nothing .
ArgumentOutOfRangeException	The length of <i>hostNameOrAddress</i> is greater than 255 characters.
SocketException	An error is encountered when resolving <i>hostNameOrAddress</i> .
ArgumentException	<i>hostNameOrAddress</i> is an invalid IP address.

Remarks

The `GetHostAddresses` method queries a DNS server for the IP addresses associated with a host name. If *hostNameOrAddress* is an IP address, this address is returned without querying the DNS server.

When an empty string is passed as the host name, this method returns the IPv4 addresses of the local host for all operating systems except Windows Server 2003; for Windows Server 2003, both IPv4 and IPv6 addresses for the local host are returned.

IPv6 addresses are filtered from the results of the `GetHostAddresses` method if the local computer does not have IPv6 installed. As a result, it is possible to get back an empty `IPAddress` instance if only IPv6 results were available for the *hostNameOrAddress* parameter.

Note
 This member emits trace information when you enable network tracing in your application. For more information, see

Figure 35.4 Reviewing the `GetHostAddresses()` method

The documentation indicates that each `IPAddress` object has an `Address` property but that it's obsolete. Bummer. Scrolling down a bit, we see that there's a `ToToString()` instance method, which "Converts an Internet Address to its standard notation." That sounds like what we're after, and the good news is that PowerShell will automatically call `ToToString()` when it needs to render a human-readable representation of an object. All objects have a `ToToString()` method; you've probably seen them in `Get-Member` output. With all that in mind, let's give this a whirl:

```
PS C:\> [System.Net.Dns]::GetHostAddresses('bing.com')

Address          : 537787779
AddressFamily    : InterNetwork
ScopeId          :
IsIPv6Multicast  : False
IsIPv6LinkLocal  : False
IsIPv6SiteLocal  : False
IsIPv6Teredo     : False
IsIPv4MappedToIPv6 : False
IPAddressToString : 131.253.13.32
```

The screenshot shows the MSDN documentation for the `System.Net.IPAddress` class. The page includes a search bar, navigation links (Home, Library, Learn, Downloads, Support, Community), and a sidebar with a tree view of the .NET Framework class library. The main content area displays the class name, namespace, assembly, and syntax. Below the syntax, there are sections for Inheritance Hierarchy, Constructors, and Properties, each with a table of details.

IP Address Class
 .NET Framework 4 | Other Versions | 1 out of 3 rated this helpful | Rate this topic

Provides an Internet Protocol (IP) address.

Inheritance Hierarchy
 System.Object
System.Net.IPAddress

Namespace: System.Net
 Assembly: System (In System.dll)

Syntax

```
[SerializableAttribute]
public class IPAddress
```

The **IPAddress** type exposes the following members.

Constructors

Name	Description
<code>IPAddress(Byte())</code>	Initializes a new instance of the IPAddress class with the address specified as a Byte array.
<code>IPAddress(Int64)</code>	Initializes a new instance of the IPAddress class with the address specified as an Int64 .
<code>IPAddress(Byte(), Int64)</code>	Initializes a new instance of the IPAddress class with the address specified as a Byte array and the specified scope identifier.

Properties

Name	Description
<code>Address</code>	Obsolete. An Internet Protocol (IP) address.
<code>AddressFamily</code>	Gets the address family of the IP address.
<code>IsIPv6LinkLocal</code>	Gets whether the address is an IPv6 link local address.
<code>IsIPv6Multicast</code>	Gets whether the address is an IPv6 multicast global address.
<code>IsIPv6SiteLocal</code>	Gets whether the address is an IPv6 site local address.
<code>IsIPv6Teredo</code>	Gets whether the address is an IPv6 Teredo address.

Figure 35.5 Reviewing the `System.Net.IPAddress` class documentation

Cool. That `IPAddressToString` is even better—it's exactly what we wanted. But it's not listed in the MSDN web page—where did it come from? A quick pipe to `Get-Member` reveals the truth:

```
PS C:\> [System.Net.Dns]::GetHostAddresses('bing.com') | gm
      TypeName: System.Net.IPAddress

Name      MemberType Definition
-----
Equals    Method      bool Equals(System.Object comparand)
GetAddressBytes Method      byte[] GetAddressBytes()
GetHashCode Method      int GetHashCode()
GetType   Method      type GetType()
MapToIPv4 Method      ipaddress MapToIPv4()
MapToIPv6 Method      ipaddress MapToIPv6()
ToString  Method      string ToString()
Address   Property    long Address {get;set;}
AddressFamily Property    System.Net.Sockets.AddressFamily Addr...
IsIPv4MappedToIPv6 Property    bool IsIPv4MappedToIPv6 {get;}
IsIPv6LinkLocal Property    bool IsIPv6LinkLocal {get;}
```



```

IsIPv6Multicast      Property      bool IsIPv6Multicast {get;}
IsIPv6SiteLocal      Property      bool IsIPv6SiteLocal {get;}
IsIPv6Teredo         Property      bool IsIPv6Teredo {get;}
ScopeId              Property      long ScopeId {get;set;}
IPAddressToString    ScriptProperty System.Object IPAddressToString {get=...

```

Ah, it's a ScriptProperty. That's something added by PowerShell. So the clever PowerShell team, or someone at Microsoft, suspected we might be using this class method and added a handy conversion that gets us the IP address in a string format. So we can just select it to get the address:

```

PS C:\> [System.Net.Dns]::GetHostAddresses('bing.com') | Select -Property
➤ IPAddressToString

IPAddressToString
-----
131.253.13.32

```

Or, if we just want the string all by itself:

```

PS C:\> [System.Net.Dns]::GetHostAddresses('bing.com') | Select
➤ -ExpandProperty IPAddressToString
131.253.13.32

```

35.6 Creating and working with instances

That's a great static method example—but what about classes that require you to create an instance? We struggled a bit to find something that wasn't covered by a PowerShell command, and in the end we decided to show you how to access the properties of a Windows event log. We know, you can do this with cmdlets already, but it's still a good example of the process you'd use for other .NET stuff. And, because all Windows computers have event logs, anyone can test this out and get used to it.

We needed to start by finding the necessary class. A Bing search for “.NET event log” turned up hits for the EventLog class; switching the search to “.NET eventlog class” got us to <http://msdn.microsoft.com/en-us/library/system.diagnostics.eventlog.aspx>, which is shown in figure 35.6.

Looking at the constructors, we see that the second one accepts a string, which is the name of an event log on the computer. The third constructor does the same thing while also accepting a remote computer name, which is useful to know about—we'll file that away for later. We can also see that the complete type name for the class is System.Diagnostics.EventLog. So here goes:

```

PS C:\> $log = New-Object -TypeName System.Diagnostics.EventLog
➤ -ArgumentList 'Security'
PS C:\> $log

Max(K) Retain OverflowAction      Entries Log
-----
20,480      0 OverwriteAsNeeded      7,448 Security

```

Cool. So our \$log variable now contains a reference to the Security log. It's common to store object instances in a variable, as we've done, so that you can easily refer to the

The screenshot shows the MSDN website for the **EventLog Class** in the **System.Diagnostics** namespace. The page is for the **.NET Framework 4** version. The main content area is divided into several sections:

- Inheritance Hierarchy:** Shows the class hierarchy starting from **System.Object** down to **System.Diagnostics.EventLog**.
- Namespace:** **System.Diagnostics**
- Assembly:** **System (in System.dll)**
- Syntax:** Shows the C# code: `public class EventLog : Component, ISupportInitialize`
- Constructors:** A table listing four constructors:

Name	Description
<code>EventLog</code>	Initializes a new instance of the EventLog class. Does not associate the instance with any log.
<code>EventLog(String)</code>	Initializes a new instance of the EventLog class. Associates the instance with a log on the local computer.
<code>EventLog(String, String)</code>	Initializes a new instance of the EventLog class. Associates the instance with a log on the specified computer.
<code>EventLog(String, String, String)</code>	Initializes a new instance of the EventLog class. Associates the instance with a log on the specified computer and creates or assigns the specified source to the EventLog .
- Properties:** A table listing two properties:

Name	Description
<code>CanRaiseEvents</code>	Gets a value indicating whether the component can raise an event. (Inherited from Component .)
<code>Container</code>	Gets the IContainer that contains the Component . (Inherited from Component .)

Figure 35.6 Reviewing the `EventLog` class documentation

instance later. The MSDN web page shows several properties, a few of which were output by default when we displayed `$log`. There are also methods, including the `Clear()` method:

```
PS C:\> $log.clear()
```

No errors usually means it works—and hope we meant to do that! Note that methods have no `-confirm` or `-whatIf` parameters, as a cmdlet would, so you'd better be careful with what you try.

Honestly, that's about it. There's no specific need to "release" the `$log` variable, although we can certainly do so if we're done with it:

```
PS C:\> del variable:log
```

or use `Remove-Variable`, which does the same thing.

```
PS C:\> remove-variable log
```

Deleting it from the `VARIABLE:` drive releases its resources and will free up a bit of memory (although not necessarily right away; .NET itself will take care of the memory

management when it feels the need and has a spare moment, in a process called *garbage collection*).

35.7 Summary

Working with the .NET Framework from within PowerShell is easy—once you know what part of .NET you want and how to use it. As with everything else in PowerShell, knowing how to do what you want is the tough challenge; getting PowerShell to do it is a bit easier. But just because you can doesn't always mean you should. Wherever possible, look for cmdlets that you can work with and use the “raw” .NET Framework to fill in the gaps.

We'd love to direct you to a book that's just about .NET, but there aren't any. Most will include .NET in the context of a language, like C# or Visual Basic. If you decide to pick one up, go with C#, as its syntax is closest to PowerShell, but understand that you won't be able to run code examples from the book as is. Microsoft's own MSDN Library (start in <http://msdn.microsoft.com/en-us/library/190bkk9s.aspx>) might be the best starting point to help you become more familiar with what .NET has to offer.

Accessing databases

This chapter covers

- Using the .NET Framework to connect to a database
- Querying databases with PowerShell
- Adding, deleting, and modifying databases with PowerShell
- Running stored procedures with PowerShell

It's not uncommon to need to access something that's in some kind of a database, so that's what we'll show you in this chapter. Now, as with many other chapters, we need to set some boundaries for what we're going to cover (and not cover). This chapter won't teach you the SQL query language, nor will it teach you how to create, maintain, or manage a database. This chapter is about using PowerShell to access the data that's in a database and nothing more. We also assume you already have the necessary database drivers installed on your computer and that you can physically connect to whatever database you need. You don't need any particular commands or extensions—you don't need to install SQL Server's PowerShell stuff, for example—but if you're accessing a database such as Oracle or MySQL, you'll need the appropriate drivers installed for .NET.

Something else to keep in mind is that there are no native database access commands in PowerShell. Instead, we'll be using the underlying .NET Framework classes, which means the information in this chapter will look a lot like .NET Framework programming. Right now, PowerShell has no help for that.

36.1 *Native SQL vs. OLEDB*

The first thing you'll need to decide is what kind of database you'll be connecting to. At this point, the decision comes down to two simple choices: Microsoft SQL Server and everything else. The .NET Framework has specific code built into it for accessing SQL Server (called *SQL Server Native Client*); everything else gets access through Object Linking & Embedding Database (OLEDB), and you'll have to have the appropriate .NET Framework-compatible OLEDB drivers installed.

For most of this chapter, we're going to focus on Microsoft SQL Server. That means you'll see .NET class names like `System.Data.SqlClient.SqlConnection`; if you wanted to change any of those examples to OLEDB, simply change `SqlConnection` to `OleDb` and change `Sql` to `OleDb`. In other words, if you wanted to work with an Oracle database, instead of using the `System.Data.SqlClient.SqlConnection` class in your PowerShell expressions, you'd use `System.Data.OleDb.OleDbConnection`. It's that easy!

36.2 *Connecting to data sources*

Your first step will be to connect to a database. To do this, you need to know four things:

- The server name where the database lives (and it might be something like "localhost" if it's on the same machine). In the case of SQL Server, which can run multiple named copies of itself on a computer, you may also need to know the instance name you want to connect to. For example, SQL Server Express installs, by default, to a named instance called `SQLSERVER$SQLEXPRESS`, meaning the total server name might look something like `SERVER$SQLEXPRESS`. You can see the instance names by running `Get-Service` in PowerShell and looking for SQL Server services; there will be one service per instance, and the service name will be something like "SQLSERVER\$SQLEXPRESS" with a dollar sign between the service name and the instance name. You just need the instance name—in this case, `SQLSERVER$SQLEXPRESS`.
- The name of the database you want to connect to.
- Whether or not you're using Windows integrated security (an option SQL Server provides) or standard security (which could be SQL Server or almost anything else).
- If you're using standard security, then you'll also need a username and password.

If you don't know all this information, you'll need to speak with whoever "owns" the database, or database server, to get it.

Once you have that information, you'll use it to build a *connection string*. That's a set of instructions that tells .NET what kind of database you're using and passes along the

information. We never remember the syntax for these things—we always look them up at <http://ConnectionStrings.com>.

Once you have the correct connection string, you'll fill in the information and create a `Connection` object. Set its `ConnectionString` property to your connection string, and you're ready to go. For example, a SQL Server (2008 and later) connection, using standard security, might look like this:

```
PS C:\> $connection = New-Object -TypeName System.SqlClient.SqlConnect
ion -Property @{'ConnectionString'='Data Source=myServerAddress;Initial
Catalog=myDataBase;User Id=myUsername;Password=myPassword;'} }
```

And a connection that uses Windows integrated security might look like this:

```
PS C:\> $connection = New-Object -TypeName System.Data.SqlClient.SqlConnect
ion -Property @{'ConnectionString'=' Data Source=myServerAddress;Initial
Catalog=myDataBase;Integrated Security=SSPI;'} }
```

Both of these create the `Connection` object, assign its connection string, and put the resulting object into the `$connection` variable. From there, you just need to open the connection to start using it:

```
PS C:\> $connection.Open()
```

At some point, make sure you close it, too—otherwise you'll use all the connections and whoever runs the database will likely get extremely upset with you:

```
PS C:\> $connection.Close()
```

A single connection can only be held open for a single operation. That is, if you're using a connection to read data out of the database, you can't use that same connection to send changes back to the database. So it's not uncommon to have two connections open: one for reading and another for writing. Just be sure you put each into its own variable, and make sure you close them both when you've finished!

36.3 Querying data

To read data from the database, you send a SQL language query to the database and then read through whatever comes back. SQL is largely the same across different database platforms—but not entirely. Though there are standards for the language, different vendors implement different levels of the standard, leaving a bit of inconsistency between database products. If you're not familiar with the language, <http://www.w3schools.com/SQL/default.asp> is a good place to start. It does a good job of pointing out the minor—but obviously important—differences between various platforms and covers the syntax quite well, with lots of great examples.

There are two broad techniques for reading data with .NET. The first involves something called a `DataReader` object, whereas the second involves something called a `DataAdapter`. We're going to show you both of them, but we tend to prefer the `DataAdapter` approach, so we'll start there.

Either way, we suggest getting your SQL language query into a variable. Keep in mind that PowerShell lets you do some fancy variable-replacement tricks when you

use double quotes. That's convenient, because SQL delimits strings in single quotes, so you can build queries like this:

```
PS C:\> $query = "SELECT computername,version FROM inventory WHERE version
> = $version AND manufacturer = '$mfg'"
```

This gets you a completed query in the `$query` variable. The capitalization of `SELECT`, `FROM`, and `WHERE` isn't strictly necessary, but it does make the query easier to read. Notice that the values within `$version` and `$mfg`, which you've presumably populated elsewhere, are inserted into this query. You need to be careful that `$version` and `$mfg` don't contain any single quotation marks, or it'll mess up the final query syntax.

WARNING Dynamically building a query by inserting variables' contents into the query can be dangerous. If you're populating those variables from user-provided input, you're leaving yourself open to a kind of attack called SQL injection, in which a malicious user deliberately corrupts a query in order to delete data, query data they shouldn't, and more. We're assuming you're the only one populating your query's contents, and so you can make sure you're not doing anything stupid. But if you plan to accept input from outside, untrusted sources, just be aware of the danger.

With your query in a variable, you're ready to begin.

36.3.1 *Databases with DataAdapters*

`DataAdapters` are neat because they basically turn the data into a set of objects, not unlike importing a CSV file into PowerShell. We think that makes the resulting data a lot easier to work with. Here's how you create one with your query (assuming your opened connection object is in the variable `$connection` and your query is in `$query`):

```
$command = $connection.CreateCommand()
$command.CommandText = $query
$adapter = New-Object System.Data.SqlClient.SqlDataAdapter $command
$dataset = New-Object System.Data.DataSet
$adapter.Fill($dataset)
$table = $dataset.Tables[0]
Write-Output $table
```

That code will output one object for each row of data your query returned, and each column you queried will become a property of those objects. You could use a `ForEach` construct (or the `ForEach-Object` cmdlet) to enumerate those rows and do something with each one in turn. We'll get into a more complete example toward the end of this chapter, when we provide you with some wrapper functions to make `DataAdapters` even easier to work with.

36.3.2 *Databases with DataReaders*

`DataReaders` are a slightly more procedural way of getting to data. You'll start with the same connection (in `$connection` for this example) and SQL query (in `$query`). Again, make sure the connection is opened first:

```

$command = New-Object System.Data.SqlClient.SqlCommand
$command.Connection = $connection
$command.CommandText = $query
$reader = $command.ExecuteReader()
while ($reader.read) {
    $reader.GetValue(0)
}
$reader.Close()

```

The `$reader.GetValue(0)` is reading the data from a column, in this case the first column you queried. In our example, that would be the `computerName` column of the table, because that's the first column listed in the query string. You'd change the 0 to 1 to read the second column, and so forth. The `$reader.Read()` method will move you to the next row and return `$True` if there's another row waiting after that. So, in your while loop, you're basically reading through all available rows.

36.4 Adding, changing, and deleting data

Changes to databases are made with `INSERT`, `UPDATE`, and `DELETE` queries. Again, our goal isn't to teach you that query syntax—you need to either know it already or learn it on your own. Our goal is to show you how to use them with PowerShell. There's one, simple technique to use for this. Again, assuming you have a connection object in `$connection` and your query in `$query`, you'd do this:

```

$command = $connection.CreateCommand()
$command.CommandText = $query
$command.ExecuteNonQuery()

```

And that's it.

36.5 Calling stored procedures

Many databases include *stored procedures*, which are bits of code, usually written in SQL, that run on the database server itself. These are often an effective way to accomplish tasks, because the procedure can bundle up all the necessary business logic needed. You can kind of think of a procedure as a sort of server-side SQL command: You need to know the command name and its parameters, and then you can run it. Sadly, there's no built-in help, so you'll have to know what you're doing up front to make use of them. Procedures are also a safer way to execute code that contains user-provided input, because they're less susceptible to SQL injection attacks.

Let's assume you have a stored procedure (or *stored proc*, as database folks like to call them) named `DoSomething` that you want to run. It has a single input argument, which expects a computer name. Assuming you have an open connection in `$connection`, here's how you'd execute the procedure:

```

$command = $connection.CreateCommand()
$command.CommandText = 'DoSomething'
$param = New-Object `
    System.Data.SqlClient.SqlParameter '@computer','localhost'
$command.Parameters.Add($param)
$command.ExecuteNonQuery()

```


You've used `ExecuteNonQuery()` assuming that the procedure does something but doesn't return any rows of data. Plenty of procedures do return data, though—so to capture that output you'd do something like this instead:

```
$command = $connection.CreateCommand()
$command.CommandText = 'DoSomething'
$param = New-Object `
    System.Data.SqlClient.SqlParameter '@computer','localhost'
$command.Parameters.Add($param)
$adapter = New-Object System.Data.SqlClient.SqlDataAdapter
$adapter.SelectCommand = $command
$dataset = New-Object System.Data.DataSet
$adapter.Fill($dataset)
$table = $dataset.Tables[0]
```

This syntax isn't all that different from what we showed you earlier; there's just a bit extra involved to add the parameter to the procedure before running it to get the results.

36.6 A module to make it easier

Dealing with the database code can be ugly sometimes, and so to make things easier we proudly present the `DataAccess` module! Just save the following listing in your user PowerShell modules folder in a folder called `DataAccess`. You should end up with a path like `\Users\\Documents\WindowsPowerShell\Modules\DataAccess\DataAccess.psm1`.

Listing 36.1 `DataAccess.psm1`

```
function Get-DatabaseData {
    [CmdletBinding()]
    param (
        [string]$connectionString,
        [string]$query,
        [switch]$isSQLServer
    )
    if ($isSQLServer) {
        Write-Verbose 'in SQL Server mode'
        $connection = New-Object -TypeName System.Data.SqlClient.SqlConnection
    } else {
        Write-Verbose 'in OleDb mode'
        $connection = New-Object -TypeName System.Data.OleDb.OleDbConnection
    }
    $connection.ConnectionString = $connectionString
    $command = $connection.CreateCommand()
    $command.CommandText = $query
    if ($isSQLServer) {
        $adapter = New-Object System.Data.SqlClient.SqlDataAdapter $command
    } else {
        $adapter = New-Object System.Data.OleDb.OleDbDataAdapter $command
    }
    $dataset = New-Object -TypeName System.Data.DataSet
    $adapter.Fill($dataset)
    $dataset.Tables[0]
}
```

```
function Invoke-DatabaseQuery {
    [CmdletBinding()]
    param (
        [string]$connectionString,
        [string]$query,
        [switch]$isSQLServer
    )
    if ($isSQLServer) {
        Write-Verbose 'in SQL Server mode'
        $connection = New-Object -TypeName System.Data.SqlClient.SqlConnection
    } else {
        Write-Verbose 'in OleDb mode'
        $connection = New-Object System.Data.OleDb.OleDbConnection
    }
    $connection.ConnectionString = $connectionString
    $command = $connection.CreateCommand()
    $command.CommandText = $query
    $connection.Open()
    $command.ExecuteNonQuery()
    $connection.close()
}
```

Whenever you need to use these commands, just run `Import-ModuleDataAccess` to load them into the shell. They're designed to work with either SQL Server or OLEDB connection strings; you'll pass in the connection string that you want to use.

For example, suppose you have a SQL Server Express instance running on the local computer. Because you're an admin, you can rely on Windows authentication to get you into it. In it, you have a table named `Computers`. That table has several columns: `Computer` (which you expect to contain computer names), as well as `OSVersion`, `BIOS-Serial`, `OSArchitecture`, and `ProcArchitecture`. Here's how you might use the `DataAccess` module to query all of the computer names:

```
Import-Module DataAccess
Get-DatabaseData -verbose -connectionString `
'Server=localhost\SQLEXPRESS;Database=Inventory;Trusted_Connection=True;' `
-isSQLServer -query "SELECT * FROM Computers"
```

WARNING The connection strings were kind of long, so to make all of this fit in the book we had to use PowerShell's escape character. Make sure you type that "backtick" correctly and that it's immediately followed by a carriage return—no tabs or spaces after it, please!

Here's how you'd insert a new computer into the table:

```
Invoke-DatabaseQuery -verbose -connectionString `
'Server=localhost\SQLEXPRESS;Database=Inventory;Trusted_Connection=True;' `
-isSQLServer -query "INSERT INTO Computers (computer) VALUES('win7')"
```

And finally, requery the computers to see that your addition is in there:

```
Get-DatabaseData -verbose -connectionString `
'Server=localhost\SQLEXPRESS;Database=Inventory;Trusted_Connection=True;' `
-isSQLServer -query "SELECT * FROM Computers"
```

So you basically have two functions, `Get-DatabaseData` and `Invoke-DatabaseQuery`. The first is for reading data with a `SELECT` query (or to execute a stored procedure that returns data), and the second is for running `INSERT`, `UPDATE`, and `DELETE` queries (or a stored procedure that doesn't return data). Each has a `-connectionString` parameter and a `-query` parameter, and each has a `-isSqlServer` switch that you use when the connection string points to a SQL Server machine. Omit `-isSqlServer` if you're providing an OLEDB connection string.

36.7 Summary

We've given you a concise introduction to using databases. Our expectation is that you're a general-purpose administrator and that databases aren't your first love—and they might even just be a necessary evil! Hopefully, the `DataAccess` module we've given you will make it even easier to incorporate databases into your scripts.

37

Proxy functions

This chapter covers

- Understanding proxy functions
- Creating proxy functions
- Adding and removing parameters

Proxy functions are a neat—if little-used—aspect of PowerShell. A proxy is someone with the authority to act as you. A proxy function lets you replace a PowerShell command or function with a custom version while leveraging the internal functionality of the original. They’ve also been called “wrapper functions,” which is a good description, because they “wrap around” existing commands to provide a sort of custom interface to them.

37.1 *The purpose of proxy functions*

Proxy functions are often used as a way of restricting or enhancing a PowerShell command. For example, you might take away parameters from a command so that potentially dangerous functionality is disabled. Or you might add parameters to a command, enhancing its functionality.

PowerShell’s implicit remoting capability, which we discussed in chapter 10, utilizes proxy functions. When you import commands from a remote computer, you’re

creating local proxy functions. They're very sparse functions: They contain enough functionality to take whatever parameters you type, pass them to the remote machine, and execute the command there. But they make it look like the commands are available locally on your computer.

37.2 *How proxy functions work*

Proxy functions take advantage of PowerShell's command-name conflict-resolution system. When you load multiple commands having the same name, PowerShell defaults to running the one most recently loaded or defined. So if you create a function named `Get-Content`, it'll "override" the original `Get-Content` for the current PowerShell session. That lets you add or remove parameters and enhance the command's functionality. Also at play is the fact that when you run a command, PowerShell first matches against aliases, then against functions, then against cmdlets—so a function will always "override" a cmdlet.

There are a few caveats here. In a normal shell, you can't stop someone from unloading or otherwise removing your proxy function, which then gives them access to the original command. You also can't stop someone from explicitly accessing the original command using fully qualified command names, such as `ActiveDirectory\Get-ADUser`. So from this perspective, proxy functions aren't a security mechanism—they're a convenience feature.

There's also a caveat related to the help system. When it finds two commands with the same name, such as a proxy function and the original underlying cmdlet, it will list them both when asked for help on either. So proxy functions can make it a bit trickier to get to the help for the original command.

It might seem, with these caveats, that proxy functions aren't really helpful. But they're very useful when combined with custom PowerShell Remoting endpoints! As we described in chapter 10, a custom endpoint—or custom configuration, to use PowerShell's technical term—can be restricted. You can set it up so that only your proxy functions can run, thus restricting access to the original, underlying cmdlet and providing a much better security mechanism. In fact, it's when combined with those custom endpoints that proxy functions start to become intriguing.

37.3 *Creating a basic proxy function*

To demonstrate, you'll be extending the `ConvertTo-HTML` cmdlet via a proxy function. Now, you're not going to name your proxy function `ConvertTo-HTML`; instead, you'll create a proxy function named `Export-HTML`. Your goal is to both convert the data and write it out to a file, instead of having to pipe the HTML to `Out-File` on your own. So your proxy function will pick up a new parameter, `-FilePath`, that accepts the name of an output file. Because you're not overriding its name, the original cmdlet will remain available for someone who needs it in its original form.

Start by creating the shell for the proxy function:

```
PS C:\> $metadata = New-Object System.Management.Automation.CommandMetaData
(Get-Command ConvertTo-HTML)
PS C:\> [System.Management.Automation.ProxyCommand]::Create($metadata) |
Out-File Export-HTML.ps1
```

As you can see, this is digging pretty deeply into PowerShell's internals. The result is a file, `Export-HTML.ps1`, which contains your proxy function's starting point, as shown here.

Listing 37.1 A new proxy function's starting point

```
[CmdletBinding(DefaultParameterSetName='Page',
                HelpUri='http://go.microsoft.com/fwlink/?LinkID=113290',
                RemotingCapability='None')]
param(
    [Parameter(ValueFromPipeline=$true)]
    [psobject]
    ${InputObject},

    [Parameter(Position=0)]
    [System.Object[]]
    ${Property},

    [Parameter(ParameterSetName='Page', Position=3)]
    [string[]]
    ${Body},

    [Parameter(ParameterSetName='Page', Position=1)]
    [string[]]
    ${Head},

    [Parameter(ParameterSetName='Page', Position=2)]
    [ValidateNotNullOrEmpty()]
    [string]
    ${Title},

    [ValidateNotNullOrEmpty()]
    [ValidateSet('Table', 'List')]
    [string]
    ${As},

    [Parameter(ParameterSetName='Page')]
    [Alias('cu', 'uri')]
    [ValidateNotNullOrEmpty()]
    [System.Uri]
    ${CssUri},

    [Parameter(ParameterSetName='Fragment')]
    [ValidateNotNullOrEmpty()]
    [switch]
    ${Fragment},

    [ValidateNotNullOrEmpty()]
    [string[]]
    ${PostContent},

    [ValidateNotNullOrEmpty()]
    [string[]]
    ${PreContent})
```

```

begin
{
    try {
        $outBuffer = $null
        if ($PSBoundParameters.TryGetValue('OutBuffer', [ref]$outBuffer))
        {
            $PSBoundParameters['OutBuffer'] = 1
        }
        $wrappedCmd =
        ➔ $ExecutionContext.InvokeCommand.GetCommand('ConvertTo-Html',
        ➔ [System.Management.Automation.CommandTypes]::Cmdlet)
        $scriptCmd = {& $wrappedCmd @PSBoundParameters }
        $steppablePipeline =
        ➔ $scriptCmd.GetSteppablePipeline($myInvocation.CommandOrigin)
        $steppablePipeline.Begin($PSCmdlet)
    } catch {
        throw
    }
}

process
{
    try {
        $steppablePipeline.Process($_)
    } catch {
        throw
    }
}

end
{
    try {
        $steppablePipeline.End()
    } catch {
        throw
    }
}
<#

.ForwardHelpTargetName ConvertTo-Html
.ForwardHelpCategory Cmdlet

#>

```

There's some cool stuff in listing 37.1. There are three scriptblocks named BEGIN, PROCESS, and END—just like the advanced functions we showed you in earlier chapters. Those manage the execution of the original, underlying cmdlet. There's also, at the end, some comment-based help that forwards to the original cmdlet's help. This is technically an advanced script, because it isn't contained within a function; scripts are a bit easier to test, so we'll leave it that way for now.

37.4 Adding a parameter

Start by adding the definition for a mandatory `-FilePath` parameter to the top of the parameter block:

```

param(
  [Parameter(Mandatory=$true)]
  [string]
  $FilePath,

  [Parameter(ValueFromPipeline=$true)]
  [psobject]
  ${InputObject},

  [Parameter(Position=0)]
  [System.Object[]]
  ${Property},

  [Parameter(ParameterSetName='Page', Position=3)]
  [string[]]
  ${Body},

  [Parameter(ParameterSetName='Page', Position=1)]
  [string[]]
  ${Head},

  [Parameter(ParameterSetName='Page', Position=2)]
  [ValidateNotNullOrEmpty()]
  [string]
  ${Title},

  [ValidateNotNullOrEmpty()]
  [ValidateSet('Table', 'List')]
  [string]
  ${As},

  [Parameter(ParameterSetName='Page')]
  [Alias('cu', 'uri')]
  [ValidateNotNullOrEmpty()]
  [System.Uri]
  ${CssUri},

  [Parameter(ParameterSetName='Fragment')]
  [ValidateNotNullOrEmpty()]
  [switch]
  ${Fragment},

  [ValidateNotNullOrEmpty()]
  [string[]]
  ${PostContent},

  [ValidateNotNullOrEmpty()]
  [string[]]
  ${PreContent})

```

You now have a few things that you need to code:

- You need to strip off your `-FilePath` parameter before the underlying cmdlet is run, because it won't understand that parameter and will throw an error. This happens in the `BEGIN` block.
- You need to call the underlying cmdlet and pipe its output to `Out-File`.

Within the proxy function, you have access to a variable called `$wrappedCmd`, which is the original cmdlet. That variable is set up for you by the generated proxy function

code. You also have access to a hash table called `$PSBoundParameters`, which contains all of the parameters that your proxy function was run with. You'll use those two variables to do your magic; the entire script appears in the following listing.

Listing 37.2 Export-HTML.ps1

```
[CmdletBinding(DefaultParameterSetName='Page',
                HelpUri='http://go.microsoft.com/fwlink/?LinkID=113290',
                RemotingCapability='None')]
param(
    [Parameter(Mandatory=$true)]
    [string]
    $FilePath,

    [Parameter(ValueFromPipeline=$true)]
    [psobject]
    ${InputObject},

    [Parameter(Position=0)]
    [System.Object[]]
    ${Property},

    [Parameter(ParameterSetName='Page', Position=3)]
    [string[]]
    ${Body},

    [Parameter(ParameterSetName='Page', Position=1)]
    [string[]]
    ${Head},

    [Parameter(ParameterSetName='Page', Position=2)]
    [ValidateNotNullOrEmpty()]
    [string]
    ${Title},

    [ValidateNotNullOrEmpty()]
    [ValidateSet('Table', 'List')]
    [string]
    ${As},

    [Parameter(ParameterSetName='Page')]
    [Alias('cu', 'uri')]
    [ValidateNotNullOrEmpty()]
    [System.Uri]
    ${CssUri},

    [Parameter(ParameterSetName='Fragment')]
    [ValidateNotNullOrEmpty()]
    [switch]
    ${Fragment},

    [ValidateNotNullOrEmpty()]
    [string[]]
    ${PostContent},

    [ValidateNotNullOrEmpty()]
    [string[]]
    ${PreContent})
```

```

begin
{
    try {
        $outBuffer = $null
        if ($PSBoundParameters.TryGetValue('OutBuffer', [ref]$outBuffer))
        {
            $PSBoundParameters['OutBuffer'] = 1
        }
        $wrappedCmd =
➤ $ExecutionContext.InvokeCommand.GetCommand('ConvertTo-Html',
➤ [System.Management.Automation.CommandTypes]::Cmdlet)

        $PSBoundParameters.Remove('FilePath') | Out-Null
        $scriptCmd = {& $wrappedCmd @PSBoundParameters |
            Out-File -FilePath $FilePath }

# $scriptCmd = {& $wrappedCmd @PSBoundParameters }
        $steppablePipeline =
➤ $scriptCmd.GetSteppablePipeline($myInvocation.CommandOrigin)
        $steppablePipeline.Begin($PSCmdlet)
    } catch {
        throw
    }
}

process
{
    try {
        $steppablePipeline.Process($_)
    } catch {
        throw
    }
}

end
{
    try {
        $steppablePipeline.End()
    } catch {
        throw
    }
}
<#

.ForwardHelpTargetName ConvertTo-Html
.ForwardHelpCategory Cmdlet

#>

```

Added
this

Commented
out

In listing 37.2 you added only two lines and commented out one line. You used the splatting technique to pass all of your parameters, except `-FilePath`, to the underlying cmdlet. Now you can test it:

```
PS C:\> get-process | .\Export-HTML.ps1 -filepath procs.html
```

It works perfectly, creating an HTML file in the designated filename.

37.5 Removing a parameter

Suppose, for some internal political reasons in your company, you don't want anyone setting the `-Title` parameter of the output HTML. Instead, you always want the HTML page title to be "Generated by PowerShell." Simple enough. Start by removing the `-Title` parameter from the parameter declaration block in your script. Then, programmatically add the parameter when your function is run, passing a hardcoded value. The next listing shows the new version.

Listing 37.3 Export-HTML.ps1, version 2

```
[CmdletBinding(DefaultParameterSetName='Page',
                HelpUri='http://go.microsoft.com/fwlink/?LinkID=113290',
                RemotingCapability='None')]
param(
    [Parameter(Mandatory=$true)]
    [string]
    $FilePath,

    [Parameter(ValueFromPipeline=$true)]
    [psobject]
    ${InputObject},

    [Parameter(Position=0)]
    [System.Object[]]
    ${Property},

    [Parameter(ParameterSetName='Page', Position=2)]
    [string[]]
    ${Body},

    [Parameter(ParameterSetName='Page', Position=1)]
    [string[]]
    ${Head},

    #[Parameter(ParameterSetName='Page', Position=2)]
    #[ValidateNotNullOrEmpty()]
    #[string]
    #${Title},

    [ValidateNotNullOrEmpty()]
    [ValidateSet('Table', 'List')]
    [string]
    ${As},

    [Parameter(ParameterSetName='Page')]
    [Alias('cu', 'uri')]
    [ValidateNotNullOrEmpty()]
    [System.Uri]
    ${CssUri},

    [Parameter(ParameterSetName='Fragment')]
    [ValidateNotNullOrEmpty()]
    [switch]
    ${Fragment},
```

← Changed
this

Commented
this out

```

[ValidateNotNullOrEmpty()]
[string[]]
${PostContent},

[ValidateNotNullOrEmpty()]
[string[]]
${PreContent})

begin
{
    try {
        $outBuffer = $null
        if ($PSBoundParameters.TryGetValue('OutBuffer', [ref]$outBuffer))
        {
            $PSBoundParameters['OutBuffer'] = 1
        }
        $wrappedCmd =
➤ $ExecutionContext.InvokeCommand.GetCommand('ConvertTo-Html',
➤ [System.Management.Automation.CommandTypes]::Cmdlet)

        # we added this
        $PSBoundParameters.Remove('FilePath') | Out-Null
        $PSBoundParameters.Add('Title', 'Generated by PowerShell')
        $scriptCmd = {& $wrappedCmd @PSBoundParameters |
        Out-File -FilePath $FilePath }
        # end of what we added

        # we commented out the next line
        # $scriptCmd = {& $wrappedCmd @PSBoundParameters }
        $steppablePipeline =
➤ $scriptCmd.GetSteppablePipeline($myInvocation.CommandOrigin)
        $steppablePipeline.Begin($PSCmdlet)
        } catch {
            throw
        }
    }
}

process
{
    try {
        $steppablePipeline.Process($_)
    } catch {
        throw
    }
}

end
{
    try {
        $steppablePipeline.End()
    } catch {
        throw
    }
}
<#

```

← Added
this

```
.ForwardHelpTargetName ConvertTo-HTML
.ForwardHelpCategory Cmdlet

#>
```

Notice that you left the parameter in and just commented it out. That way, if you ever change your mind about something so goofy, it's easy to put back in. Also notice that you needed to change the position of the `-Body` parameter from 3 to 2. `-Title` used to be in 2, and you can't have a position 3 without a 2, so `-Body` had to be moved up.

37.6 *Turning it into a function*

From a practical perspective, you probably should turn this script into a function so that it can be put into a module and loaded on demand. That's easy: You just need to add the `function` keyword, the function's name, and the opening and closing curly brackets:

```
Function Export-HTML {
    ...
}
```

The following listing shows the final result, which you should save as a script module named `ExtraTools`.

Listing 37.4 `ExtraTools.psm1`

```
function Export-HTML {
    [CmdletBinding(DefaultParameterSetName='Page',
                  HelpUri='http://go.microsoft.com/fwlink/?LinkID=113290',
                  RemotingCapability='None')]
    param(
        [Parameter(Mandatory=$true)]
        [string]
        $FilePath,

        [Parameter(ValueFromPipeline=$true)]
        [psobject]
        ${InputObject},

        [Parameter(Position=0)]
        [System.Object[]]
        ${Property},

        [Parameter(ParameterSetName='Page', Position=3)]
        [string[]]
        ${Body},

        [Parameter(ParameterSetName='Page', Position=1)]
        [string[]]
        ${Head},

        #[Parameter(ParameterSetName='Page', Position=2)]
        #[ValidateNotNullOrEmpty()]
        #[string]
        #${Title},
```

```

[ValidateNotNullOrEmpty()]
[ValidateSet('Table', 'List')]
[string]
${As},

[Parameter(ParameterSetName='Page')]
[Alias('cu', 'uri')]
[ValidateNotNullOrEmpty()]
[System.Uri]
${CssUri},

[Parameter(ParameterSetName='Fragment')]
[ValidateNotNullOrEmpty()]
[switch]
${Fragment},

[ValidateNotNullOrEmpty()]
[string[]]
${PostContent},

[ValidateNotNullOrEmpty()]
[string[]]
${PreContent})

begin
{
    try {
        $outBuffer = $null
        if ($PSBoundParameters.TryGetValue('OutBuffer', [ref]$outBuffer))
        {
            $PSBoundParameters['OutBuffer'] = 1
        }
        $wrappedCmd =
➔ $ExecutionContext.InvokeCommand.GetCommand('ConvertTo-Html',
➔ [System.Management.Automation.CommandTypes]::Cmdlet)

        # we added this
        $PSBoundParameters.Remove('FilePath') | Out-Null
        $PSBoundParameters.Add('Title', 'Generated by PowerShell')
        $scriptCmd = {& $wrappedCmd @PSBoundParameters |
            Out-File -FilePath $FilePath }
        # end of what we added

        # we commented out the next line
        # $scriptCmd = {& $wrappedCmd @PSBoundParameters }
        $steppablePipeline =
➔ $scriptCmd.GetSteppablePipeline($myInvocation.CommandOrigin)
        $steppablePipeline.Begin($PSCmdlet)
    } catch {
        throw
    }
}

process
{
    try {
        $steppablePipeline.Process($_)
    } catch {

```

```

        throw
    }
}
end
{
    try {
        $steppablePipeline.End()
    } catch {
        throw
    }
}
<#
.ForwardHelpTargetName ConvertTo-Html
.ForwardHelpCategory Cmdlet
#>
}

```

Once the module in listing 37.4 is imported into your PowerShell session, you have access to the function. Tab completion works as well. If you try to tab complete `-Title`, it won't work because it has been removed. But tab completion for `-FilePath` will work.

There's one final item we want to bring to your attention and that is help. If you ask for help on `Export-HTML`, you'll get complete help for `ConvertTo-HTML`. This is because help requests are forwarded:

```

<#
.ForwardHelpTargetName ConvertTo-Html
.ForwardHelpCategory Cmdlet
#>

```

The net result is that you won't see the new `-FilePath` parameter and `-Title` will still be visible, although unusable, which might cause some confusion. You can delete these lines and the help URI in the cmdletbinding block:

```

[CmdletBinding(DefaultParameterSetName='Page',
    HelpUri='http://go.microsoft.com/fwlink/?LinkID=113290',
    RemotingCapability='None')]

```

Now you can create and insert comment-based help directly in the function, perhaps copying and pasting help information from `ConvertTo-HTML`. See chapter 29 for more information on writing help for your PowerShell scripts and functions.

37.7 Summary

This chapter demonstrated a useful way to employ proxy functions: to add functionality to a cmdlet without removing access to the original cmdlet. You could've simply added a `-FilePath` parameter to `ConvertTo-HTML` (this example was inspired by fellow PowerShell MVP Shay Levy, who took that approach for his own example at

<http://blogs.technet.com/b/heyscriptingguy/archive/2011/03/01/proxy-functions-spice-up-your-powershell-core-cmdlets.aspx>). But doing so would've been inconsistent with the `ConvertTo` verb in PowerShell; by creating a new function with the proper `Export` verb, you maintained consistency within the shell and gained a useful command that Microsoft should have written for you. But now you don't need to wait for them to do so!

Shay and another PowerShell MVP, Kirk Munro, have created a set of PowerShell extensions that make working with proxy functions much easier. If this is an area you want to explore, then download PowerShell Proxy Extensions from <http://pspx.codeplex.com/>.

38

Building a GUI

This chapter covers

- Using Windows Forms
- Using WPF and ShowUI
- Leveraging a GUI

Although PowerShell is obviously all about the command line, there may well be times when you want to create a script that displays a graphical user interface (GUI), perhaps for less technically proficient colleagues or end users. Fortunately, PowerShell is built atop the .NET Framework, which offers not one but two ways of displaying a GUI!

As with some of the other chapters in the latter part of this book, we need to set some expectations. Creating and programming a GUI is pure .NET Framework programming, plain and simple. Entire, massive books exist on the topic, so there's no way we can cover all of that material in this chapter. Instead, we'll cover how PowerShell connects to these technologies and uses them. If you'd like to explore further, we recommend that you pick up a dedicated book on the topic. One thing we're going to make sure we cover, though, is some tips for translating the C#-based examples you'll run into elsewhere (including in Microsoft's documentation) into PowerShell's scripting language. That way, as you start to explore beyond the simple

examples here, you'll be ready to leverage the enormous set of examples that other folks have already written.

For Windows Forms programming, which is what we'll cover first, we recommend *Programming Microsoft Windows Forms* by Charles Petzold (Microsoft Press, 2005). It's an older book, but still very accurate. A newer title is *Windows Forms in Action, Second Edition* by Erik Brown (Manning, 2006). For Windows Presentation Foundation, the topic of this chapter's second half, consider *WPF in Action with Visual Studio 2008* by Arlen Feldman and Maxx Daymon (Manning, 2008).

As those book titles imply, PowerShell has two means of raising a GUI: Windows Forms, which is the original GUI technology built into .NET, and Windows Presentation Foundation (WPF), which is a newer technology introduced in .NET Framework 3.5. WPF is more modern, more modular, and somewhat more complex; Windows Forms (or WinForms) is a bit more classic, a bit simpler to use, and still very much in use by all kinds of developers. We'll start with it.

38.1 WinForms via PowerShell Studio

In WinForms, you create your GUI programmatically. That is, you create instances of objects like buttons, windows, check boxes, and so forth and set their properties to position them on the screen. This gets tedious, especially in PowerShell where you spend a lot of trial-and-error time tweaking positions and so on. To make the process easier, we tend to use PowerShell Studio (formerly known as PrimalForms) from SAPIEN Technologies (<http://primaltools.com>). This is a commercial product, meaning you have to pay for it, although you might still be able to find the free Community Edition on the SAPIEN site. The free edition provides a lot of functionality but obviously not all the bells and whistles of the commercial product. If you need to develop graphical PowerShell scripts, this tool is well worth your investment.

We'll focus on the basics and create a simple GUI tool. You can do a lot more with PowerShell Studio (and WinForms), and the product's documentation provides a good starting point. You'll also find the company's blog to be an excellent source of examples (www.sapien.com/blog/topics/software-news/primalforms-software-news/ and www.sapien.com/blog/topics/software-news/primalforms-2011-software-news/ are related specifically to PrimalForms, aka PowerShell Studio), including complex tasks like building data grids and other GUI elements.

NOTE PowerShell Studio projects can become terrifically complex, including multiple windows and lots of GUI elements. We'll keep it simple, just to illustrate the basics and cover some of what you can do. Otherwise, this chapter could easily become its own book!

By the way, it's completely possible to create an entire WinForms-based script without a tool like PowerShell Studio. PowerShell Studio just makes it a million times easier. But, toward the end of our upcoming example, we'll show you what the final code looks like and walk you through some key pieces of it. That'll get you started on hand-coding a

GUI, if you'd prefer to take that time-consuming, laborious, and highly manual approach. Which we obviously wouldn't do ourselves!

WARNING Like many other tools, PowerShell Studio does quite a bit when it installs. One of the things it sets up is a set of Windows Firewall exceptions. Just make sure you review what it's done after it installs, and be sure you're comfortable with those changes. Obviously, you can disable or remove anything you don't like, but you may impact certain product features. We don't work for SAPIEN, but we do find their support team to be responsive, so if you run into trouble with the application, start at <http://support.sapien.com> for help.

38.1.1 *Creating the GUI*

Your first step, after installing the product, will be to start a new project and create a GUI. You do need to plan ahead a bit. What will your final script do? What information will you need to collect, and how will you display it? You might even sit down with a pencil and paper and sketch out your GUI in advance so that you can work more efficiently once you begin in earnest. Once you're ready, start by creating a new Form Project, as shown in figure 38.1. We're using PowerShell Studio 2012 version 3.06, so your results might vary.

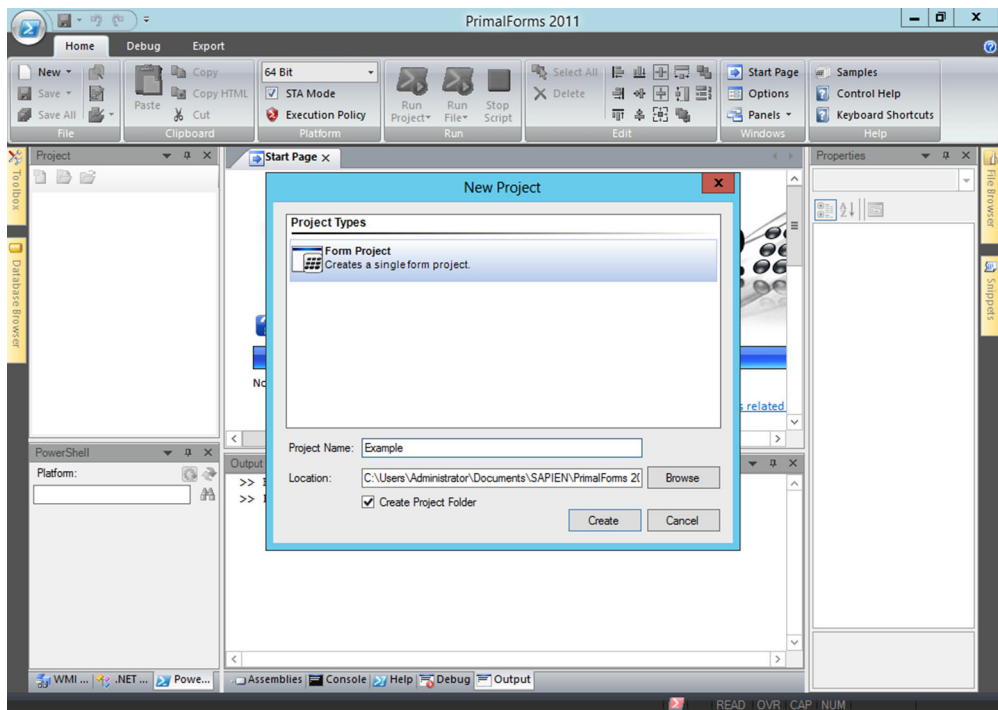


Figure 38.1 Click the New button in the Ribbon to create a new Form Project.

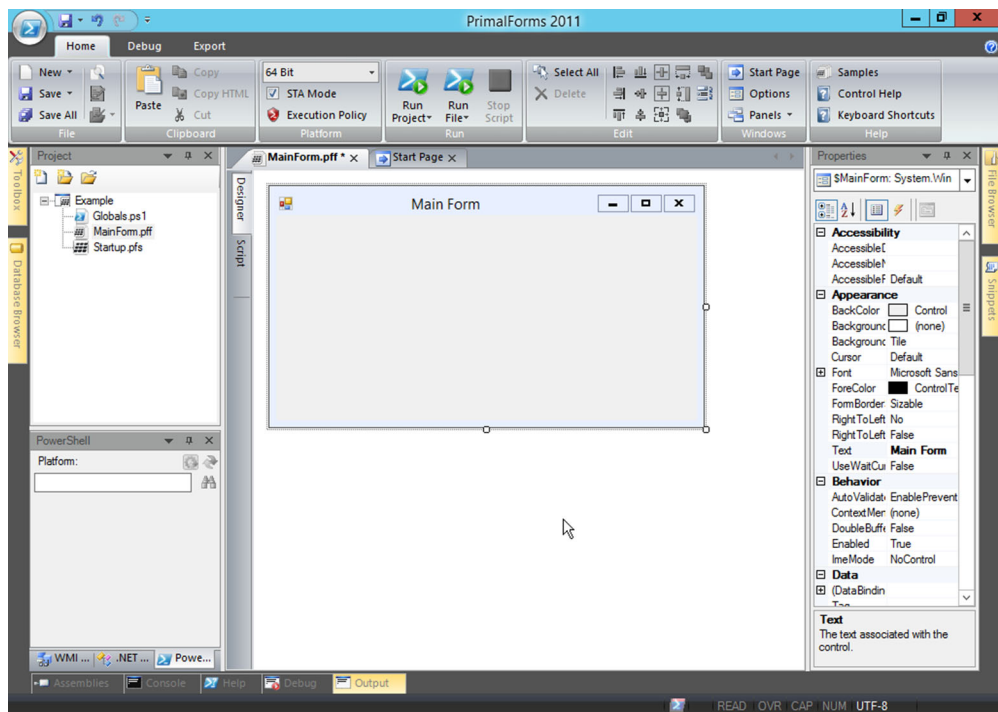


Figure 38.2 Hide the Output pane to give yourself a bit more space to work with.

TIP We strongly recommend you have a PowerShell script or function that already works from the command console. You'll find it much easier to build a GUI that incorporates your code than trying to create the graphical elements and your code at the same time. You'll also end up with two versions of the same tool, one for console use and one graphical, which is exactly the PowerShell model.

Your project will include a default MainForm.pff file. Double-click that file in the left-hand Project Explorer to open the form and begin drawing the GUI. Figure 38.2 shows what the blank form looks like.

Use the right-hand Properties Explorer to set properties of the form itself. For this example, set `ControlBox` to `False`, `FormBorderStyle` to `FixedDialog`, and `StartPosition` to `CenterScreen`, and type `QueryEvents` for the `Text` property. Also pin open the Toolbox on the left-hand side, as shown in figure 38.3. Use the Toolbox to configure element properties.

Now you'll add several controls to the form to create the display shown in figure 38.4. Drag and drop the individual controls from the Toolbox to the form. For this example:

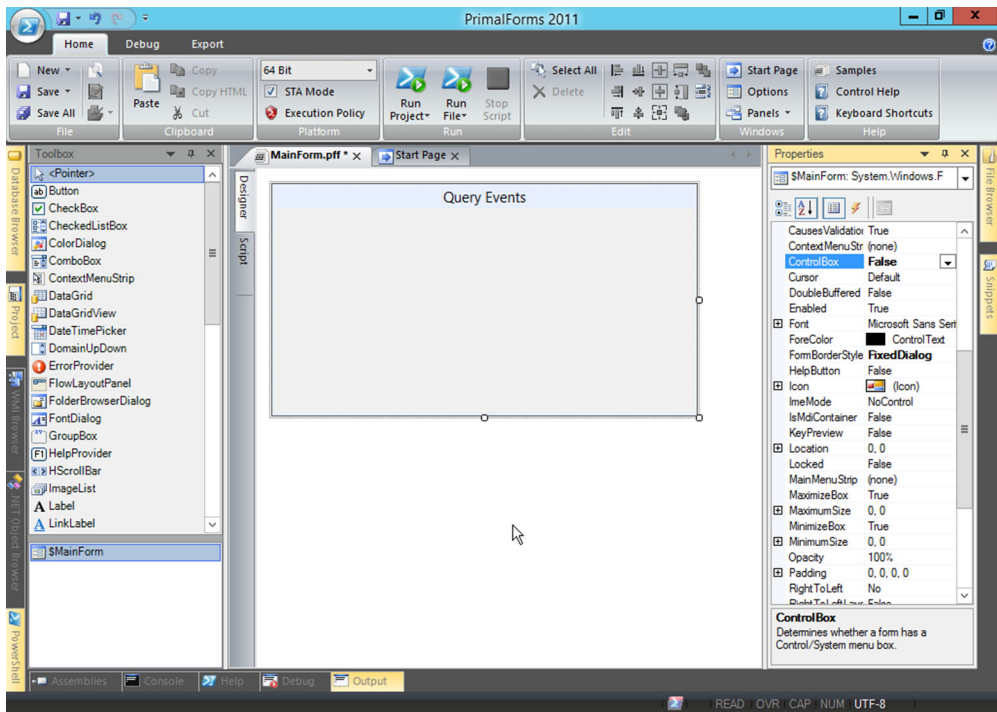


Figure 38.3 Set properties of the form to control its appearance, startup position, and so on.

- Add a Label, and set the following:
 - TextAlign to MiddleRight
 - Text to Logtodisplay
- Add a Combo Box, and set the following:
 - Name to comboEventLogList
 - DropDownStyle to DropDownList
- Add a button, and set the following:
 - Text to Display (which causes PowerShell Studio to set Name to buttonDisplay automatically)
- Add a second button, and set the following:
 - Text to Close (which causes PowerShell Studio to set Name to buttonClose automatically)
- Resize the form by dragging its edges. Then, set the following:
 - AcceptButton to buttonDisplay (which will activate buttonDisplay if the user presses Enter)
 - CancelButton to buttonClose (which will activate buttonClose if the user presses Esc)

The GUI after the completion of these steps is shown in figure 38.4.

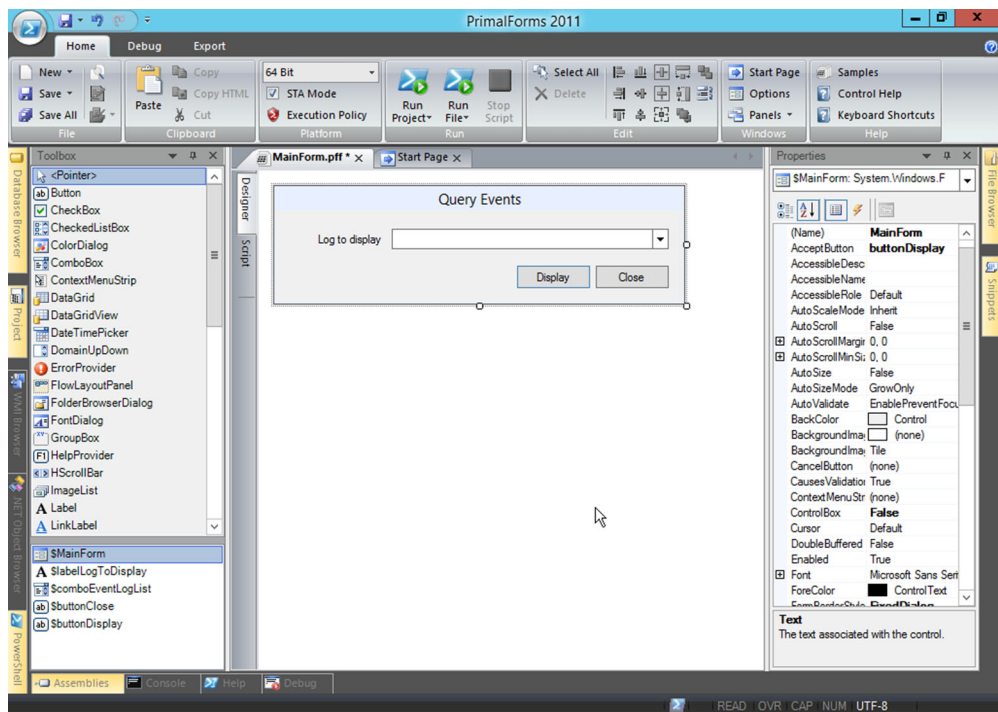


Figure 38.4 Getting the rest of the GUI in place. You can rearrange and resize until you're happy with the results.

The Name properties are crucial. Any control that a user might interact with needs a meaningful name. PowerShell Studio will create variables that make each control easier to reference; the variable names come from the control's Name property. So your `buttonDisplay` button will be referenced via a `$buttonDisplay` variable. If you don't set the name, you get meaningless variable names like `$comboBox1`, which is a lot harder to work with when you get into the code.

38.1.2 Adding the code

After you've finished drawing the GUI, you can start adding code and PowerShell commands to make it function. The first thing you'll do is right-click the form and select `Edit Default Event` to open a code editor with the form's `Load` event. Here you'll add the commands that you want to run when the form loads (see figure 38.5); that's when you start the GUI application.

When this form loads, you want to populate that combo box with whatever event logs are present on the local computer. Use this command to do so:

```
PS C:\> Get-EventLog -List
Max(K) Retain OverflowAction      Entries Log
-----
512      7 OverwriteOlder                  0 Active Directory Web Serv...
```

20,480	0	OverwriteAsNeeded	1,712	Application
15,168	0	OverwriteAsNeeded	13	DFS Replication
512	7	OverwriteOlder	0	Directory Service
20,480	0	OverwriteAsNeeded	0	HardwareEvents
512	7	OverwriteOlder	0	Internet Explorer
20,480	0	OverwriteAsNeeded	0	Key Management Service
20,480	0	OverwriteAsNeeded	1,029	Security
20,480	0	OverwriteAsNeeded	10,494	System
15,360	0	OverwriteAsNeeded	727	Windows PowerShell

So it's the Log property that you want added to the list. You need to figure out how to do that, so in your favorite search engine enter `msdnwinformscombobox` (MSDN gets you to Microsoft's site, WinForms narrows you down to a particular technology, and ComboBox is the name of the control you're trying to manipulate). The result is <http://msdn.microsoft.com/en-us/library/system.windows.forms.combobox.aspx>, shown in figure 38.6. Looking at the list of methods, you don't see anything that looks like "add an item to the list." Back in the Properties list, you do see Items, which "Gets an object representing the collection of items contained in this ComboBox."

Clicking the Items property takes you to <http://msdn.microsoft.com/en-us/library/system.windows.forms.combobox.items.aspx>, which lists a handy C# code example for adding items to the box:

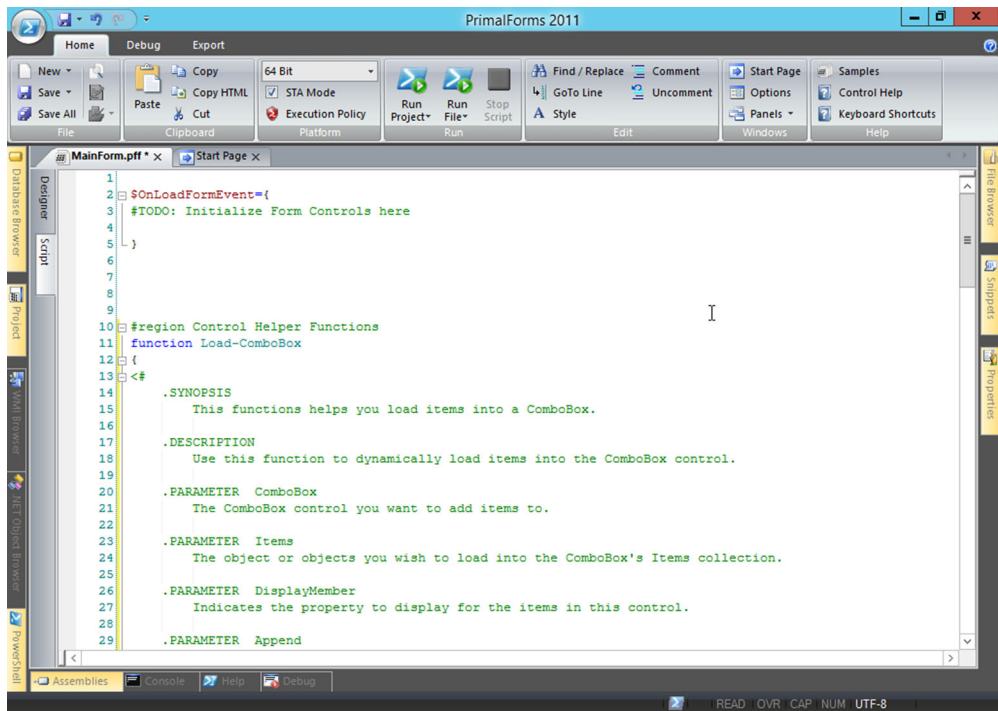


Figure 38.5 You can unpin the side panels to give yourself more room for code.

ComboBox Class
 .NET Framework 4 | Other Versions | 2 out of 23 rated this helpful | Rate this topic

Represents a Windows combo box control.

Inheritance Hierarchy

- System.Object
 - System.MarshalByRefObject
 - System.ComponentModel.Component
 - System.Windows.Forms.Control
 - System.Windows.Forms.ListControl
 - System.Windows.Forms.ComboBox**
 - Microsoft.VisualBasic.Compatibility.VB6.DriveListBox
 - System.Windows.Forms.DataGridViewComboBoxEditingControl

Namespace: System.Windows.Forms
Assembly: System.Windows.Forms (in System.Windows.Forms.dll)

Syntax

```
C# C++ F# VB
[SystemInterfaceAttribute(ClassInterfaceType.AutoDispatch)]
[DefaultBindingPropertyAttribute("Text")]
[ ComVisibleAttribute(true) ]
public class ComboBox : ListControl
```

The **ComboBox** type exposes the following members.

Constructors

Name	Description
ComboBox	Initializes a new instance of the ComboBox class.

Top

Properties

Name	Description
AccessibilityObject	Gets the AccessibilityObject assigned to the control. (Inherited from Control .)
AccessibleDefaultActionDescription	Gets or sets the default action description of the control for use by accessibility client applications. (Inherited from Control .)
AccessibleDescription	Gets or sets the description of the control used by accessibility client applications. (Inherited from Control .)
AccessibleName	Gets or sets the name of the control used by accessibility client applications. (Inherited from Control .)

Figure 38.6 Figuring out how to use a **ComboBox** in WinForms

```
private void addButton_Click(object sender, System.EventArgs e) {
    comboBox1.Items.Add(textBox1.Text);
}
```

This looks like an example of how to have an item added when a button is clicked. The single line of code within that function is the only part you care about. It looks like you refer to the combo box (which in your PowerShell project will be \$comboEventLogList, because that's the name you gave it). You refer to its Items property, execute the Add() method, and pass in the text you want to add. Let's see if this will work in your PowerShell Studio project:

```
$OnLoadFormEvent={
#TODO: Initialize Form Controls here
  Get-EventLog -List |
  ForEach-Object {
    $comboEventLogList.Items.Add($_.Log)
  }
}
```


When you read down in the PowerShell code a bit, you realize that PowerShell Studio has created a Load-ComboBox function for you. Wow. Reading the comment-based help, it looks like all you need to do is provide a `-ComboBox` parameter and a list of items to add. So change your code to this:

```
$OnLoadFormEvent={
#TODO: Initialize Form Controls here
    Load-ComboBox -ComboBox $comboEventLogList -Items (
        Get-EventLog -list | Select-Object -expandProperty Log
    )
}
```

Figure 38.7 shows your code.

All you have to do now is test what you have so far by clicking Run Project in the Ribbon. As you can see in figure 38.8, your list populated correctly.

Now you just need to do something with whatever log the person selects. That'll happen when they click the Display button you created. So, stop the script (there's a button in the Ribbon for this action). Then go back to the Designer tab to display your form. Right-click the Display button and choose Edit Default Event. You'll need to access whatever item has been selected in the combo box. In the MSDN documentation, you'll find a `SelectedItem` property that will contain whatever item is currently selected, so you'll use that:

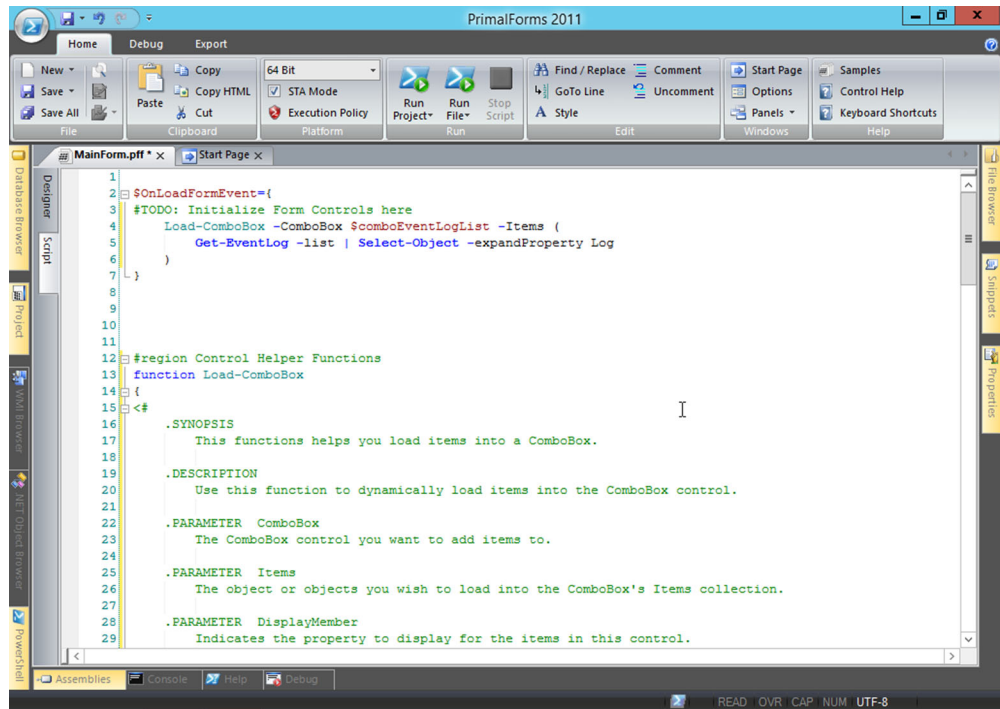


Figure 38.7 Adding code to the `OnLoadFormEvent` scriptblock, which will run when the form loads

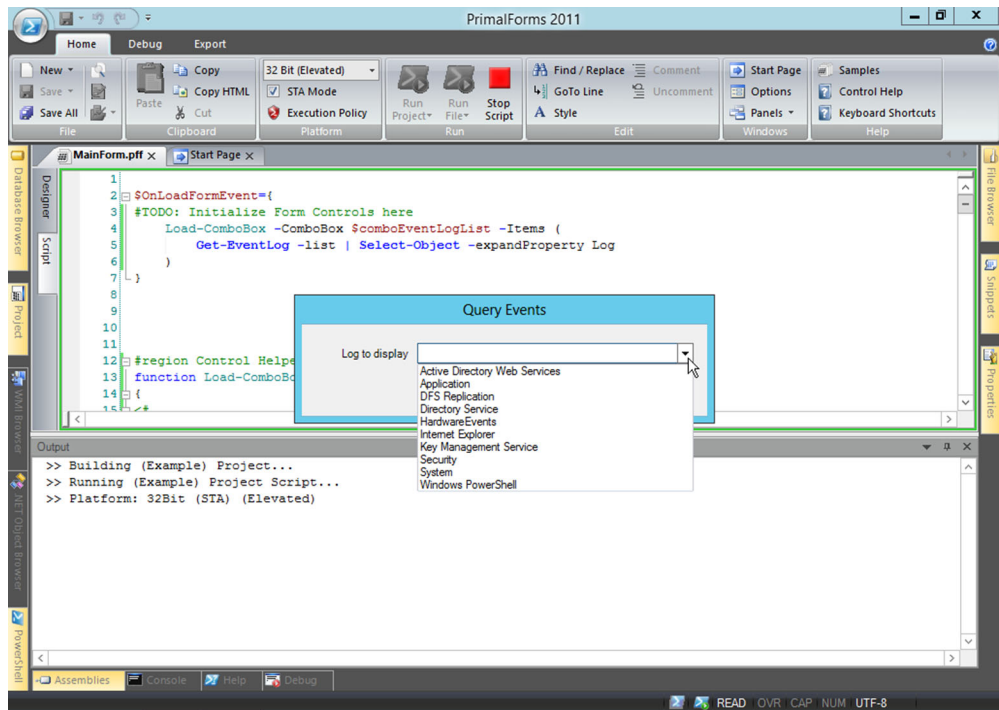


Figure 38.8 Testing the project as you complete each step is a good way to avoid complex bugs.

```

$buttonDisplay_Click={
    Get-EventLog -LogName ($comboEventLogList.SelectedItem) |
    Out-GridView
}

```

Notice that you're piping the result to `Out-GridView`. Doing so gives you an easy way of displaying the results, but it does require that the Windows PowerShell ISE be installed on the system. For this example, we'll assume you've already done that, so you're good to go. Your last step is to make the Cancel button do something:

```

$buttonClose_Click={
    $MainForm.Close()
}

```

With that, you've made the entire thing work!

NOTE PowerShell Studio provides the ability to run scripts in both a 32-bit or 64-bit shell. You do have to be a bit careful to select the right one, especially if your script will use extensions that are only available in one architecture. A drop-down box in the Ribbon lets you select one or the other each time you run.

38.1.3 Using the script

Obviously, you don't want your users to have to install PowerShell Studio just to run your script, so you'll want to export your project. Your two main choices are to create a stand-alone script or to create a packaged executable. Either route still requires PowerShell to be installed on users' machines in order to run; this isn't compilation à la Visual Studio. The following listing shows the complete, exported script from our example.

Listing 38.1 Our example project code

```
#-----
# Source File Information (DO NOT MODIFY)
# Source ID: d664be25-84fc-43a1-ad78-0239908e2a7f
# Source File: ..\Users\Jeff\Documents\SAPIEN\PowerShell
# Studio 2012\Projects\PiD38\MainForm.pff
#-----
#=====
# Code Generated By: SAPIEN Technologies, Inc., PowerShell Studio
2012 v3.0.6
# Generated On: 7/2/2012 9:36 AM
# Generated By: Jeffery Hicks
# Organization:
#=====
#-----
# Generated Form Function
#-----
function Call-MainForm_pff {

    #-----
    #region Import the Assemblies
    #-----
    [void] [reflection.assembly]::Load("System, Version=2.0.0.0,
    # Culture=neutral, PublicKeyToken=b77a5c561934e089")
    [void] [reflection.assembly]::Load("System.Windows.Forms,
    # Version=2.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089")
    [void] [reflection.assembly]::Load("System.Drawing,
    # Version=2.0.0.0, Culture=neutral, PublicKeyToken=b03f5f7f11d50a3a")
    [void] [reflection.assembly]::Load("mscorlib, Version=2.0.0.0,
    # Culture=neutral, PublicKeyToken=b77a5c561934e089")
    [void] [reflection.assembly]::Load("System.Data, Version=2.0.0.0,
    # Culture=neutral, PublicKeyToken=b77a5c561934e089")
    [void] [reflection.assembly]::Load("System.Xml, Version=2.0.0.0,
    # Culture=neutral, PublicKeyToken=b77a5c561934e089")
    [void] [reflection.assembly]::Load("System.DirectoryServices,
    # Version=2.0.0.0, Culture=neutral, PublicKeyToken=b03f5f7f11d50a3a")
    #endregion Import Assemblies

    #-----
    #region Generated Form Objects
    #-----
    [System.Windows.Forms.Application]::EnableVisualStyles()
    $MainForm = New-Object 'System.Windows.Forms.Form'
    $comboBoxEventLogList = New-Object 'System.Windows.Forms.ComboBox'
    $buttonClose = New-Object 'System.Windows.Forms.Button'
    $buttonDisplay = New-Object 'System.Windows.Forms.Button'
```

```

$labelLogsToDisplay = New-Object 'System.Windows.Forms.Label'
$InitialFormWindowState =
➔ New-Object 'System.Windows.Forms.FormWindowState'
#endregion Generated Form Objects

#-----
# User Generated Script
#-----

$OnLoadFormEvent={
#TODO: Initialize Form Controls here

    Load-ComboBox -ComboBox $comboEventLogList -Items (
        Get-EventLog -list | Select-Object -expandProperty Log
    )
}

#region Control Helper Functions
function Load-ComboBox
{
<#
.SYNOPSIS
    This function helps you load items into a ComboBox.

.DESCRIPTION
    Use this function to dynamically load items into the ComboBox
    control.

.PARAMETER ComboBox
    The ComboBox control you want to add items to.

.PARAMETER Items
    The object or objects you wish to load into the ComboBox's
    Items collection.

.PARAMETER DisplayMember
    Indicates the property to display for the items in this control.

.PARAMETER Append
    Adds the item(s) to the ComboBox without clearing the Items
    collection.

.EXAMPLE
    Load-ComboBox $combobox1 "Red", "White", "Blue"

.EXAMPLE
    Load-ComboBox $combobox1 "Red" -Append
    Load-ComboBox $combobox1 "White" -Append
    Load-ComboBox $combobox1 "Blue" -Append

.EXAMPLE
    Load-ComboBox $combobox1 (Get-Process) "ProcessName"
#>
Param (
    [ValidateNotNull()]
    [Parameter(Mandatory=$true)]
    [System.Windows.Forms.ComboBox] $ComboBox,
    [ValidateNotNull()]
    [Parameter(Mandatory=$true)]

```

```

    $Items,
        [Parameter(Mandatory=$false)]
        [string]$DisplayMember,
        [switch]$Append
    )

    if(-not $Append)
    {
        $ComboBox.Items.Clear()
    }

    if($Items -is [Object[]])
    {
        $ComboBox.Items.AddRange($Items)
    }
    elseif ($Items -is [Array])
    {
        $ComboBox.BeginUpdate()
        foreach($obj in $Items)
        {
            $ComboBox.Items.Add($obj)
        }
        $ComboBox.EndUpdate()
    }
    else
    {
        $ComboBox.Items.Add($Items)
    }

    $ComboBox.DisplayMember = $DisplayMember
}
#endregion

$buttonDisplay_Click={
    #TODO: Place custom script here
    Get-EventLog -LogName ($comboEventLogList.SelectedItem) |
    Out-GridView
}

$buttonClose_Click={
    #TODO: Place custom script here
    $MainForm.Close()
}
# --End User Generated Script--
#-----
#region Generated Events
#-----

$Form_StateCorrection_Load=
{
    #Correct the initial state of the form to
    # prevent the .Net maximized form issue
    $MainForm.WindowState = $InitialFormWindowState
}

$Form_Cleanup_FormClosed=
{

```

```

#Remove all event handlers from the controls
try
{
    $buttonClose.remove_Click($buttonClose_Click)
    $buttonDisplay.remove_Click($buttonDisplay_Click)
    $MainForm.remove_Load($OnLoadFormEvent)
    $MainForm.remove_Load($Form_StateCorrection_Load)
    $MainForm.remove_FormClosed($Form_Cleanup_FormClosed)
}
catch [Exception]
{ }
}
#endregion Generated Events

#-----
#region Generated Form Code
#-----
#
# MainForm
#
$MainForm.Controls.Add($comboEventLogList)
$MainForm.Controls.Add($buttonClose)
$MainForm.Controls.Add($buttonDisplay)
$MainForm.Controls.Add($labelLogsToDisplay)
$MainForm.AcceptButton = $buttonDisplay
$MainForm.CancelButton = $buttonClose
$MainForm.ClientSize = '380, 116'
$MainForm.ControlBox = $False
$MainForm.FormBorderStyle = 'FixedDialog'
$MainForm.Name = "MainForm"
$MainForm.StartPosition = 'CenterScreen'
$MainForm.Text = "Query Events"
$MainForm.add_Load($OnLoadFormEvent)
#
# comboEventLogList
#
$comboEventLogList.DropDownStyle = 'DropDownList'
$comboEventLogList.FormattingEnabled = $True
$comboEventLogList.Location = '128, 25'
$comboEventLogList.Name = "comboEventLogList"
$comboEventLogList.Size = '221, 21'
$comboEventLogList.TabIndex = 3
#
# buttonClose
#
$buttonClose.DialogResult = 'Cancel'
$buttonClose.Location = '273, 64'
$buttonClose.Name = "buttonClose"
$buttonClose.Size = '76, 22'
$buttonClose.TabIndex = 2
$buttonClose.Text = "Close"
$buttonClose.UseVisualStyleBackColor = $True
$buttonClose.add_Click($buttonClose_Click)
#
# buttonDisplay

```

```

#
$buttonDisplay.Location = '180, 64'
$buttonDisplay.Name = "buttonDisplay"
$buttonDisplay.Size = '76, 22'
$buttonDisplay.TabIndex = 1
$buttonDisplay.Text = "Display"
$buttonDisplay.UseVisualStyleBackColor = $True
$buttonDisplay.add_Click($buttonDisplay_Click)
#
# labelLogsToDisplay
#
$labelLogsToDisplay.Location = '22, 23'
$labelLogsToDisplay.Name = "labelLogsToDisplay"
$labelLogsToDisplay.Size = '100, 23'
$labelLogsToDisplay.TabIndex = 0
$labelLogsToDisplay.Text = "Logs to display"
$labelLogsToDisplay.TextAlign = 'MiddleRight'
#endregion Generated Form Code

#-----

#Save the initial state of the form
$InitialFormWindowState = $MainForm.WindowState
#Init the OnLoad event to correct the initial state of the form
$MainForm.add_Load($Form_StateCorrection_Load)
#Clean up the control events
$MainForm.add_FormClosed($Form_Cleanup_FormClosed)
#Show the Form
return $MainForm.ShowDialog()

} #End Function

#Call the form
Call-MainForm_pff | Out-Null

```

← **1** Form created here

You can see what a massive amount of code PowerShell Studio has created. In particular, notice the area of code where the GUI is programmatically created. Without a tool like PowerShell Studio, this is what you're left to create by hand—no thank you!

NOTE Your own project scripts will look a lot different. PowerShell Studio adds “control helper functions,” like the `Load-ComboBox` function we used, based on the controls you add to your form. Add different controls and you'll pick up different helper functions, so it's worth browsing the code listing in PowerShell Studio to see what it's added!

At this point, all you need to do is distribute the PS1 file and it can be executed like any other PowerShell script.

38.2 *Windows Presentation Foundation (WPF) and ShowUI*

WPF is the other, newer means of producing a GUI in .NET. We're not aware of a tool exactly like PowerShell Studio for WPF, but you may not feel you need one. You see, WPF doesn't create the GUI programmatically like WinForms does. Instead, the GUI definition is contained in an XML file (technically, the specific XML format is called

XAML, for Extensible Application Markup Language). You can get any of the free “Express” editions of Visual Studio and use their built-in WPF forms-building tool, which looks a lot like PowerShell Studio, to produce the XAML file. Then, you just tell PowerShell (well, you tell .NET) to load the XAML and do something with it.

The next listing shows an example of what we’re talking about.

Listing 38.2 Sample XAML

```
<?xml version="1.0" encoding="utf-16"?>
<Canvas Width="300" Height="100"
  ➤ x:Uid="ae94bd7e-71b9-439c-9597-d5cc69029f11"
  ➤ sui:ShowUISetting.ControlName="Query Event"
xmlns="http://schemas.microsoft.com/
  ➤ winfx/2006/xaml/presentation"
  ➤ xmlns:sma="clr-namespace:System.Management.Automation;
  ➤ assembly=System.Management.Automation"
xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
  ➤ xmlns:sc="clr-namespace:System.Collections;
  ➤ assembly=mscorlib" xmlns:sui="clr-namespace:ShowUI;
  ➤ assembly=ShowUICore.CLR2.0.50727.5448">
  <Canvas.Resources>
  </Canvas.Resources>
  <Label x:Uid="7dc86a5b-8537-4131-b369-ddb5feccae3c"
  ➤ Canvas.Left="45" Canvas.Top="10">
    <Label.Resources>
    </Label.Resources>log to display</Label>
  <ComboBox IsEditable="False" Text="Application"
  ➤ Name="comboBoxLogName"
  ➤ x:Uid="6247e6d3-2274-4565-8458-0e36b19c7263"
  ➤ Canvas.Left="130" Canvas.Top="10">
    <ComboBox.Resources>
    </ComboBox.Resources>
  </ComboBox>
  <Button IsDefault="True"
  ➤ x:Uid="9cfcbbc67-bcd7-4ba9-aba7-51fe95f8fe90"
  ➤ Canvas.Left="50" Canvas.Top="50">
    <Button.Resources>
    </Button.Resources>Display</Button>
  <Button x:Uid="1ec605f4-0537-43a7-9956-dea4b68a2345"
  ➤ Canvas.Left="175" Canvas.Top="50">
    <Button.Resources>
    </Button.Resources>Close</Button>
</Canvas>
```

Creating the XML in listing 38.2 isn’t easy for most IT pros. But you don’t have to mess with XAML if you don’t want to—and frankly we don’t. An easier way to integrate WPF into PowerShell is the free ShowUI module, available at <http://showui.codeplex.com/>. This module contains a bunch of commands like `New-Label` and `New-ComboBox` that let you run PowerShell-like commands to output WPF GUIs.

The website for the project has some quick examples, so we’ll let you go straight there to get them. They’ll be more up-to-date than anything we could put into this

book. But, for the sake of comparison, we put together a ShowUI version of the WinForms script in the next listing.

Listing 38.3 A ShowUI script

```
#this must be run in the ISE or in a PowerShell session started with -STA
import-module ShowUI

New-Canvas -ControlName "Query Event" -Height 100 -Width 300 -children {
  New-Label -content "log to display" -left 45 -top 10
  New-ComboBox -IsEditable:$false -SelectedIndex 0
  ➤ -Top 10 -left 130 -Name comboBoxLogName
  ➤ -ItemsSource @(Get-eventlog -list |
Select -ExpandProperty Log)
  New-Button "Display" -isDefault -Top 50 -left 50 -On_Click {
    Get-Eventlog -logname $($comboBoxLogName.SelectedItem)
  ➤ -Newest 100 |
    Out-GridView
  }
  New-Button "Close" -Top 50 -left 175 -On_Click { Close-Control}
} -Show
```

There's still quite a bit of trial and error to position all the elements, but when you run the script in listing 38.3 you get a form like figure 38.9.

If you want to use WPF, we think a tool like ShowUI is essential, but expect to invest some time in figuring out how to use it.

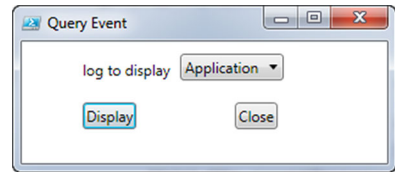


Figure 38.9 A ShowUI form

38.3 WinForms vs. WPF

One advantage of WPF is that it's a bit more self-contained and modular than WinForms, and using XAML lets you separate your GUI (which is defined in the XML) from the code and commands that make the GUI functional. But as a PowerShell admin, you just might not care—that kind of “separation of layers” is something developers love to go on about, but for simple admin utilities it's kind of a pointless argument. But keep in mind that in the latest version of Windows Server, you can't rely on a GUI being present at all. And, when the operating system's Minimal Server GUI mode is enabled, only WPF is supported—not WinForms. So if you need to make a GUI that must run *on* a server, WPF might be a better selection. That said, you shouldn't be writing GUIs to run on servers. Write the GUI to run on your client and send commands to the server via Remoting. That's Microsoft's model going forward, and you should adopt it, too.

Apart from those considerations, from the perspective of an admin, there aren't going to be a lot of differences between WinForms and WPF. With a great WinForms tool like PowerShell Studio, you might feel that WinForms is the way to go—and we'd have trouble arguing you out of it. Don't get us wrong: Some of our fellow MVPs and PowerShell enthusiasts will argue for *hours* about WinForms versus WPF, each raising

perfectly valid arguments. But those respected colleagues are developers, and about 5 minutes into the argument we're usually at the bar ordering a refill or three while they go on and on about stuff we can barely comprehend. Ask us which to choose, and the answer is, "Whichever gets the job done faster, and another glass of wine, please."

The one advantage we'll admit to regarding WPF is that, because it's newer, it gets more attention. That means there are a ton of third-party add-in controls—graphs, charts, slick-looking buttons, you name it—that you could use. But again, from an admin perspective, you're unlikely to be using those things. If you're sticking purely with the basic controls—text boxes, labels, check boxes, buttons, lists, and the like—either WinForms or WPF will get the job done.

38.4 Ideas for leveraging a GUI tool

One of the main reasons we see administrators creating GUI tools is to give end users, or less-privileged technicians, the ability to perform some task that they wouldn't ordinarily have permission to perform. This is where the packaging capabilities of a product like PowerShell Studio can come in handy: You can have the package run under previously specified credentials, and users can perform only what the GUI enables them to do.

PowerShell's remoting capabilities (which we discussed in chapter 10) raise other, interesting possibilities. For example, consider this approach:

- 1 On a server, set up a custom remoting endpoint. Limit the commands available within the endpoint to just those commands needed to complete some specific task.
- 2 Configure the endpoint to use Run As credentials (this is done with `Register-PSSessionConfiguration` or `Set-PSSessionConfiguration`). Also configure the security descriptor on the endpoint to allow the necessary users to connect.
- 3 You probably don't want to teach your users how to manually enter a remoting session and run commands, but your GUI can do that. Run the GUI on users' computers, and have the GUI establish a remoting connection to your custom endpoint.
- 4 Your GUI can then send commands to the custom endpoint for execution. They'll run under the endpoint's Run As credentials, meaning you can run commands that a user couldn't normally run. Because the endpoint is restricted to a limited set of commands, it doesn't matter if some clever user bypasses your GUI and connects to the endpoint manually; they'll still only have the capabilities that the GUI ordinarily surfaces.

We think there are a lot of clever possibilities here, and you're going to see Microsoft and other software vendors taking advantage of this approach. Why not use it yourself?

38.5 Summary

In this chapter, we've presented you with an overview of two means of creating a GUI from a PowerShell script. Although we realize there's a huge amount of additional exploration and explanation you might be hungry for, we feel that you should first choose one of these two methods, WinForms or WPF, to focus on. Then, set yourself up with some good training or books on that specific method. Given what we've shown you about connecting those technologies to PowerShell, you should be ready to start expanding your skills and capabilities and creating ever-more-complex GUIs.

39

WMI and CIM

This chapter covers

- Introducing WMI
- Understanding the WMI and CIM cmdlets
- Working with CIM sessions and CDXML

Including a chapter on Windows Management Instrumentation (WMI) and the Common Information Model (CIM) in an advanced PowerShell book may seem to be an odd move, but in reality PowerShell and WMI are closely linked—we’ve written much on using WMI with PowerShell, two powerful technologies that combine to give a huge amount of functionality. PowerShell v3 makes this combination even more powerful because 60 percent of the new PowerShell cmdlets delivered in Windows Server 2012 are produced from WMI classes as “cmdlets over objects,” which we’ll cover at the end of the chapter.

The chapter starts with an overview of WMI and explains the relationship between WMI and CIM. PowerShell cmdlets have been available to work with WMI since PowerShell v1. We provide an overview of those cmdlets that focuses on the issues and intricacies of using these cmdlets rather than detailed explanations.

The bulk of this chapter is taken up with a detailed examination of the PowerShell v3 CIM cmdlets. These are analogous to the WMI cmdlets but extend the

range of functionality. Closely related to the CIM cmdlets are CIM sessions, which are similar to the PowerShell Remoting session and provide an easy way to remove the dependence on the Distributed Component Object Model (DCOM) for accessing WMI on remote systems.

PowerShell v3 introduces technology to wrap WMI classes in XML, which you can use as a PowerShell module. This technology provides huge gains in terms of ease of use. As we stated earlier, much of the new PowerShell functionality in Windows Server 2012 is delivered through utilizing these “cmdlets over objects.” The chapter closes by examining how this technology can be accessed. We offer an example to help the explanation.

Before we get to the new stuff, let’s spend a little time recapping the fundamentals by considering just exactly what WMI is.

39.1 What is WMI?

Before we discuss using WMI with PowerShell, we must define WMI. And where does CIM come into the picture?

WMI is Microsoft’s implementation of the Common Information Model (CIM), which is an industry standard produced by the Distributed Management Task Force (DMTF). According to www.dmtf.org/standards/cim, “CIM provides a common definition of management information for systems, networks, applications and services, and *allows for vendor extensions*” (our emphasis). WMI was introduced back in the days of Windows NT 4. WMI is what allows you to manage Windows-based systems.

If you try this code

```
PS C:\> Get-WmiObject -List *OperatingSystem | select Name
```

you’ll see the following returned:

```
Name
----
CIM_OperatingSystem
Win32_OperatingSystem
Win32_SystemOperatingSystem
```

Ignore the last entry—it’s a WMI link class between the operating system and the computer system. The important classes are `CIM_OperatingSystem` and `Win32_OperatingSystem`. The first is the base class that represents an operating system as defined by the DMTF, and the second is Microsoft’s implementation of that class in WMI.

If you try this

```
PS C:\> Compare-Object -ReferenceObject (Get-WmiObject CIM_OperatingSystem)
➤ -DifferenceObject (Get-WmiObject Win32_OperatingSystem)
```

you’ll discover that there’s no apparent difference between the classes. If you dig a little further

```
PS C:\> Get-WmiObject CIM_OperatingSystem | get-member
      TypeName: System.Management.ManagementObject#root\cimv2\
➤ Win32_OperatingSystem
```

```
PS C:\> Get-WmiObject Win32_OperatingSystem | gm
    TypeName: System.Management.ManagementObject#root\cimv2\
    Win32_OperatingSystem
```

you'll find that the WMI and CIM classes are effectively identical. Why have both? The answer is so that the CIM information can be accessed from non-Windows implementations of CIM.

In PowerShell v3 Microsoft is moving back toward the DTMF standards and introducing a new API for accessing WMI—which is why there are WMI cmdlets and CIM cmdlets. Because the WMI cmdlets have been around the longest, we'll start with a quick look at how to use them.

39.2 WMI cmdlets

Now that you know what WMI is, let's look at how you can use PowerShell to work with WMI. The WMI cmdlets in PowerShell v3 are identical to those in PowerShell v2, so this discussion applies to both versions. We'll concentrate on some areas that might cause you problems rather than provide a full detailed description.

The most important point to know is that working with WMI in Windows is COM based. This means that to access remote machines you need the DCOM service running on the remote system and you need to configure any firewalls to allow DCOM, WMI, and Remote Management access. You can accomplish this by using Group Policy, the GUI, or netsh.

Once that's complete, you can use WMI with PowerShell. The WMI cmdlets are as follows:

```
PS C:\> Get-Command *WMI* -CommandType cmdlet | select Name
Name
----
Get-WmiObject
Invoke-WmiMethod
Register-WmiEvent
Remove-WmiObject
Set-WmiInstance
```

Four of them work directly with WMI objects, whereas the fifth (`Register-WmiEvent`) works with events. The cmdlets all have a `-ComputerName` parameter so they can work with remote machines (remember that's via DCOM). Let's see some examples of these cmdlets in action.

39.2.1 Get-WmiObject

`Get-WmiObject` does exactly what it says: it gets WMI objects. This is probably the WMI cmdlet you'll use the most. You've seen examples of it at work throughout the book, so we'll just provide a quick recap:

```
PS C:\> Get-WmiObject -Class Win32_ComputerSystem
Domain                : WORKGROUP
Manufacturer          : Hewlett-Packard
Model                 : HP G60 Notebook PC
```

```
Name           : RSLAPTOP01
PrimaryOwnerName : Richard
TotalPhysicalMemory : 2951139328
```

You could also write a query as you might have done in VBScript:

```
PS C:\> Get-WmiObject -Query "SELECT * FROM Win32_ComputerSystem"
```

The query is written in WMI Query Language (WQL), which is a subset of SQL. A detailed description of WQL is available at [http://msdn.microsoft.com/en-us/library/windows/desktop/aa394552\(v=vs.85\).aspx](http://msdn.microsoft.com/en-us/library/windows/desktop/aa394552(v=vs.85).aspx). You may see comments regarding speed differences depending on whether you use a query. In reality, our tests show little difference between the two approaches. But where you can see performance gains is with filtering.

For example, if you use WMI to look at logical disks

```
PS C:\> Get-WmiObject -Class Win32_LogicalDisk
```

you'll get data returned for your hard drives as well as CD/DVD drives. The way to differentiate between the two types of disk is to use the value of the `DriveType` property. A value of 3 indicates a hard disk and 5 indicates it's a CD/DVD.

NOTE Many WMI properties are numeric values that need to be interpreted. The WMI documentation on MSDN is the best source for this information.

You can restrict or filter the results in a number of ways. The most obvious to PowerShell novices would be to use `Where-Object`:

```
PS C:\> Get-WmiObject -Class Win32_LogicalDisk | where DriveType -eq 3

DeviceID      : C:
DriveType     : 3
ProviderName  :
FreeSpace     : 164358184960
Size          : 249951154176
VolumeName    :
```

We actively discourage this approach because it means retrieving all of the data and then performing the filter action. This isn't too bad on the local machine, but it's a bad idea when pulling data back from multiple machines across the network. The better approach is to let `Get-WmiObject` do the filtering for you on the remote machine. Luckily, WQL can help. You might use a query:

```
PS C:\> Get-WmiObject -Query "SELECT * FROM Win32_LogicalDisk WHERE
➤ DriveType = 3"
```

If you're using a string value in your filter, then put the value in single quotes:

```
PS C:\> Get-WmiObject -Query
➤ "SELECT * FROM Win32_LogicalDisk WHERE DeviceId = 'C:'"
```

This approach works and is perfectly acceptable, but our preferred technique will save you some typing:

```
PS C:\> Get-WmiObject -Class Win32_LogicalDisk -Filter "DriveType = 3"
```

The `-Filter` parameter takes the `WHERE` clause from the WQL query (everything after the `WHERE` keyword) and delivers the same results. When you apply filtering, either with a query or the parameter, it's done on the source machine. So if you query a remote machine for processes that meet some criteria, the processing happens remotely, not on your machine, which makes PowerShell much more efficient. One thing to be careful of when using filters is that the operators are the legacy operators, not the new PowerShell operators.

`Get-WmiObject` also has an interesting set of parameters, as you'll discover when you read the help file. A few of them leap out and require a bit of explanation or commentary, as shown in table 39.1.

Table 39.1 Important `Get-WmiObject` parameter descriptions

Parameter	Comments
<code>ComputerName</code>	Enables access to WMI classes on remote machines. Uses DCOM as connectivity protocol. DCOM must be running on remote machine and firewalls must be configured to allow DCOM transactions.
<code>AsJob</code>	The WMI processing runs as a job. The <code>*-Job</code> cmdlets have to be used to access the data.
<code>ThrottleLimit</code>	Use with the <code>AsJob</code> parameter to control the number of simultaneous actions.
<code>EnableAllPrivileges</code>	Ensures that all of your user privileges are enabled. Use this parameter in addition to running PowerShell with elevated privileges.
<code>Amended</code>	Enables access to some extra information such as a class description that's normally too expensive to retrieve.
<code>Authentication</code>	This is DCOM authentication level. Use a value of 6 (packet privacy) when accessing remotely through providers such as IIS or Clustering that require it. Not required for accessing data on a local machine.
<code>DirectRead</code>	Indicates whether direct access to the WMI provider is requested for the specified class without any regard to its base class or to its derived classes; restricts output to just the class asked for. Very rarely used; usually doesn't make any difference.
<code>Impersonation</code>	Default value is <code>impersonate</code> , which allows objects to use the credentials of the caller. Nothing more is usually required.

For most of your WMI work, you probably won't need to use most of the parameters in table 39.1 and can instead stick with their defaults.

As you can see, retrieving WMI objects is straightforward. But sometimes you may need to remove WMI objects once you've found them.

39.2.2 *Remove-WmiObject*

The `Remove-WmiObject` cmdlet has to be used with care. If you remove the WMI object for a critical service, your system will become unstable and probably crash. This cmdlet can be used like this:


```
PS C:\> $p = Get-WmiObject -Class Win32_Process -Filter "Name='calc.exe'"
PS C:\> Remove-WmiObject -InputObject $p
```

Or you could take this approach:

```
PS C:\> Get-WmiObject -Class Win32_Process -Filter "Name='calc.exe'" |
➤ Remove-WmiObject
```

Both techniques work. We recommend the second approach for two reasons. First, you can use the `Get-WmiObject` call to double-check that you're deleting the correct object and save yourself from those embarrassing "oops" moments. Second, it's a bit less typing, which will increase your productivity over the long run.

NOTE In the previous examples, terminating the `calc.exe` process would also remove the WMI object. From our experience, you should not need to remove WMI objects directly from the CIM repository that often. `Remove-WmiObject` should be for those special cases. The cmdlet also supports `-WhatIf` and `-Confirm`.

Occasionally you may need to modify a WMI object rather than deleting it.

39.2.3 Set-WmiInstance

`Set-WmiInstance` is used to modify one or more properties on a WMI object. As an example, let's look at changing the label on a disk volume. Say your test system doesn't have a label for its C: drive.

```
PS C:\> Get-WmiObject -Class Win32_Volume -Filter "Name = 'C:\\'" |
➤ Format-table Name, Label -autosize
```

```
Name Label
----
C:\
```

The use of `\\` always catches people new to PowerShell and WMI. It's required because WMI uses `\` as an escape character and needs the second `\` to escape it so that it's used as a literal character. Performing the change is simply a matter of piping the `Win32_Volume` object into `Set-WmiInstance`.

```
PS C:\> Get-WmiObject -Class Win32_Volume -Filter "Name = 'C:\\'" |
➤ Set-WmiInstance -Arguments @{Label="WmiTest"}
```

NOTE You'll need to run PowerShell with elevated privileges to make this change. And yes, for a local system you could've used the `Label` command.

You can rerun the test to observe the change:

```
PS C:\> Get-WmiObject -Class Win32_Volume -Filter "Name = 'C:\\'" |
➤ Format-table Name, Label -autosize
```

```
Name Label
----
C:\ WmiTest
```

You'll find that many, if not most, of the properties on WMI classes are read only, so don't expect to spend a lot of time modifying property values. You can't change the size of the disk this way!

Many WMI classes provide methods for performing administrative tasks. A number of PowerShell cmdlets, like `Stop-Computer`, are based on these methods. If you can find a cmdlet that accomplishes what you need, use it. Otherwise, you need to turn your attention elsewhere.

39.2.4 *Invoke-WmiMethod*

In PowerShell v1 you only had the `Get-WmiObject` cmdlet. This meant that if you wanted to utilize a WMI method, you had to create a variable for the object and then call the method:

```
PS C:\> $proc = Get-WmiObject -Class Win32_Process -Filter
➤ "Name='calc.exe'"
PS C:\> $proc.Terminate()

__GENUS           : 2
__CLASS           : __PARAMETERS
__SUPERCLASS     :
__DYNASTY        : __PARAMETERS
__RELPATH        :
__PROPERTY_COUNT : 1
__DERIVATION     : {}
__SERVER         :
__NAMESPACE     :
__PATH           :
ReturnValue      : 0
PSComputerName   :
```

NOTE When you're working with WMI methods, a return code of 0 indicates success. Any other result indicates that the method call has failed.

This approach still works even in PowerShell v3, but you have a better way of doing things:

```
PS C:\> proc = Get-WmiObject -Class Win32_Process -Filter
➤ "Name='calc.exe'"
PS C:\> Invoke-WmiMethod -InputObject $proc -Name Terminate
```

An even better way is to pipe the results of your search into `Invoke-WmiMethod`:

```
PS C:\> Get-WmiObject -Class Win32_Process -Filter "Name='calc.exe'" |
➤ Invoke-WmiMethod -Name Terminate
```

You can also work with methods that take parameters:

```
PS C:\> Invoke-WmiMethod -Class Win32_Process -Name Create `
-ArgumentList 'calc.exe', 'c:\scripts'
```

The method arguments are provided as an array to the cmdlet. There's an issue regarding the use of arguments with `Invoke-WmiMethod` that comes up quite regularly. As an example, consider formatting a disk:

```
PS C:\> $vol = Get-WmiObject -Class Win32_Volume -Filter "DriveLetter='H:'"
PS C:\> $vol.Format("FAT", $true, 4096, "", $false)
```

The arguments correspond to the filesystem to use, whether to perform a quick format, the cluster size to use, the volume label, and whether compression is enabled. The logical assumption would be that you could change the code to this:

```
PS C:\> Get-WmiObject -Class Win32_Volume -Filter "DriveLetter='H:'" |
➤ Invoke-WmiMethod -Name Format -ArgumentList "FAT", $true, 4096, "",
➤ $false
```

Unfortunately it doesn't work and you get the following error message:

```
Invoke-WmiMethod : Input string was not in a correct format.
```

If you modify the order of the arguments, it'll work:

```
PS C:\> Get-WmiObject -Class Win32_Volume -Filter "DriveLetter='H:'" |
➤ Invoke-WmiMethod -Name Format -ArgumentList 4096, $false, "FAT", "",
➤ $true
```

The differences between the documented order of arguments and the order expected by `Invoke-WmiMethod` are illustrated in table 39.2.

Table 39.2 Order of arguments as documented and as expected by `Invoke-WmiMethod`

Using method as documentation	Using <code>Invoke-WmiMethod</code>
FileSystem	ClusterSize
QuickFormat	EnableCompression
ClusterSize	FileSystem
Label	Label
EnableCompression	QuickFormat

The argument list as documented can be derived using this:

```
(Get-WmiObject -Class Win32_Volume -Filter "DriveLetter='H:'").Format
```

This code will show the order required by `Invoke-WmiMethod`:

```
([wmiclass]"Win32_Volume").GetMethodParameters('Format')
```

The `[wmiclass]` type accelerator instructs PowerShell to treat "Win32_Volume" as a WMI class object. The object has a method called `GetMethodParameters` that we are invoking to get the parameters for the `Format` method.

The easy way to remember parameter order is that method parameters for `Invoke-WMIMethod` are in alphabetical order. Don't ask us why.

NOTE The new `Get-CimClass` cmdlet also gives the correct order for `Invoke-WmiMethod`. Use `(Get-CimClass -ClassName Win32_Volume).CimClassMethods`

['Format'].Parameters. We recommend using `Invoke-CimMethod` in PowerShell v3 because the argument names and values are required, which removes issues regarding their order.

Another issue arises when you're dealing with arguments that take arrays of values. This works:

```
PS C:\> $nic = Get-WmiObject -Class Win32_NetworkAdapterConfiguration
➤ -Filter "Index=7"
PS C:\> $nic.SetDNSServerSearchOrder("10.10.54.201")
```

Using `Invoke-WmiMethod` failed. After discussions with fellow PowerShell MVP Bartek Bielawski and a bit more digging, we found that for multiple DNS servers this would work:

```
PS C:\> $dnsserver = "10.10.54.201", "10.10.54.98"
PS C:\> Get-WmiObject -Class Win32_NetworkAdapterConfiguration -Filter
➤ "Index=7" | Invoke-WmiMethod -Name SetDNSServerSearchOrder
➤ -ArgumentList (,$dnsserver)
```

It's necessary to create an array as the input argument (`(,$variable)`)—it's a unary array, that is, a one-element array. If you want to use just a single DNS server, then you need to use the unary array trick twice: once when you create the variable and again when you use `Invoke-WmiMethod`. Messy, but it works:

```
PS C:\> $dnsserver = ("10.10.54.201")
PS C:\> Get-WmiObject -Class Win32_NetworkAdapterConfiguration -Filter
➤ "Index=7" | Invoke-WmiMethod -Name SetDNSServerSearchOrder
➤ -ArgumentList (,$dnsserver)
```

To jump ahead slightly (we'll cover the CIM cmdlets in greater detail later in the chapter), if you want to use the new CIM cmdlets in PowerShell v3, it's easy if you have multiple DNS servers:

```
PS C:\> $dnsserver = "10.10.54.201", "10.10.54.98"
PS C:\> Get-CimInstance -ClassName Win32_NetworkAdapterConfiguration
➤ -Filter "Index=7" | Invoke-CimMethod -MethodName
➤ SetDNSServerSearchOrder -Arguments @{DNSServerSearchOrder =
➤ $dnsserver}
```

If you just have a single one, you need to create a unary array on the `Arguments` parameter:

```
PS C:\> $dnsserver = "10.10.54.201"
PS C:\> Get-CimInstance -ClassName Win32_NetworkAdapterConfiguration
➤ -Filter "Index=7" | Invoke-CimMethod -MethodName
➤ SetDNSServerSearchOrder -Arguments @{DNSServerSearchOrder =
➤ (,$dnsserver)}
```

This isn't satisfactory because you have to adopt different techniques depending on the number of DNS servers you need to put into the property. This is *not* a PowerShell issue; it's a WMI issue because the IP address that you saw last time also takes an array and it was very happy with a single value. Hopefully, this isn't something that will come up too often, but be aware of these options when working with WMI methods.

Last but not least in our consideration of the WMI cmdlets is how you work with events.

39.2.5 Register-WmiEvent

WMI has a rich event-driven environment that you can access through the PowerShell eventing engine. Using `Get-WmiObject-List*Event*` will generate a long list of classes, most of which are related to events. Three classes of note are

- `__InstanceCreationEvent`
- `__InstanceModificationEvent`
- `__InstanceDeletionEvent`

Using these classes involves creating a WQL query and registering the event:

```
PS C:\> $q = "SELECT * FROM __InstanceModificationEvent WHERE
➤ TargetInstance ISA 'Win32_LocalTime'"
PS C:\> Register-WmiEvent -Query $q
```

The results are obtained using the PowerShell event cmdlets:

```
PS C:\> Get-Event | select TimeGenerated
```

```
TimeGenerated
-----
11/15/2012 10:36:53 AM
11/15/2012 10:36:54 AM
11/15/2012 10:36:55 AM
11/15/2012 10:36:56 AM
11/15/2012 10:36:57 AM
11/15/2012 10:36:58 AM
11/15/2012 10:36:59 AM
11/15/2012 10:37:00 AM
11/15/2012 10:37:01 AM
11/15/2012 10:37:02 AM
```

A new event is generated every second as the system time changes. As always, you should remove registrations and events when you've finished processing:

```
PS C:\> Unregister-Event *
PS C:\> Get-Event | Remove-Event
```

The WMI cmdlets provide a huge amount of functionality. They're joined in PowerShell v3 by the CIM cmdlets, which provide alternative routes to that same functionality but also expand what you can achieve in PowerShell when you're working with WMI.

NOTE PowerShell includes several WMI type accelerators such as `[wmi]` and `[wmisearcher]`. These are intended to provide shortcuts to WMI objects—in other words, to save some typing. The type accelerators assume you have solid WMI knowledge and thus are a bit more complicated to use. We typically don't use them because `Get-WmiObject` is so easy to use and flexible. Frankly, we're not sure they offer a lot of value, which is why we aren't covering them

in this chapter. There's not much more we could add than what's already documented in `About_WMI_cmdlets`.

39.3 CIM cmdlets

As we stated in the introduction, WMI is the Microsoft implementation of CIM. In the PowerShell v3 wave of products (including Windows 8 and Windows Server 2012), a new API has been included for accessing CIM (WMI). This API replaces the COM-based API that we grew to know and love in PowerShell v1 and v2.

NOTE In the rest of this chapter, we'll use WMI and CIM interchangeably unless we're discussing the new API or cmdlets. They're the same thing.

The new API generated the need for a new set of cmdlets. As you've seen, the WMI cmdlets of PowerShell v2 are still available and, more important, still as valid.

TIP If you have a lot of scripts using the WMI cmdlets, don't rush to modify them to use the CIM cmdlets. They'll still work in PowerShell v3. Consider modifying them when you have to make major changes.

The new CIM cmdlets mirror the WMI cmdlets, as you can see in table 39.3. One important point to note is that the CIM cmdlets can be used to work with legacy existing WMI classes and the new classes Microsoft is introducing with Windows 8/Server 2012. The WMI cmdlets will work with the new classes, but they aren't as flexible when working with remote machines.

Table 39.3 Comparing WMI and CIM cmdlets

WMI cmdlet	CIM cmdlet
	<code>Get-CimClass</code>
	<code>New-CimInstance</code>
<code>Get-WmiObject</code>	<code>Get-CimInstance</code>
	<code>Get-CimAssociatedInstance</code>
<code>Set-WmiInstance</code>	<code>Set-CimInstance</code>
<code>Invoke-WmiMethod</code>	<code>Invoke-CimMethod</code>
<code>Remove-WmiObject</code>	<code>Remove-CimInstance</code>
<code>Register-WmiEvent</code>	<code>Register-CimIndicationEvent</code>

The use of `Get-`, `Set-`, and `Remove-CimInstance` is directly comparable to the corresponding WMI cmdlets. `Get-CimAssociatedInstance` is a new and improved way to work with WMI class associations. There's an invoke cmdlet for CIM methods that's similar to `Invoke-WmiMethod`. You can also work with CIM events through `Register-CimIndicationEvent`.

A couple of cmdlets don't have corresponding WMI equivalents. `Get-CimClass` is a discovery tool that opens the CIM classes in a way that's much easier to use. `New-CimInstance` can be used to create new instances of CIM classes but only under certain circumstances. In most cases you're better served by using the class's `Create` method via `Invoke-CimMethod`. We won't say anything else about `New-CimInstance`.

The other big difference is the way that the CIM cmdlets access remote systems. You'll recall the WMI cmdlets use DCOM for remote connectivity. When you use the CIM cmdlets, the default method of connecting to remote machines is Web Services-Management (WS-MAN). This is exactly the same protocol that PowerShell Remoting uses. You need to have the remoting service (WinRM) running and configured on the remote machine. You don't have to enable the full remoting capability (by running `Enable-PSRemoting`), but remember it's enabled by default on the latest versions of Windows servers.

NOTE You can use the WS-MAN cmdlets to retrieve WMI data from remote machines. The syntax of these cmdlets is difficult and we recommend using them only as a last resort. The CIM cmdlets combine the firewall-friendly nature of the WS-MAN cmdlets with the syntax simplicity of the WMI cmdlets. Best of both worlds.

The CIM cmdlets don't use PowerShell Remoting but they can use CIM sessions, which are analogous to remote PowerShell sessions (which we describe in the next section). You can still use DCOM in a CIM session, but it's a fallback for accessing legacy systems that don't have PowerShell v3 installed. The remote connectivity options are listed in table 39.4.

Table 39.4 Connectivity options when using CIM cmdlets

Scenario	Protocol
Local machine— <code>computername</code> parameter not used	DCOM
Local machine— <code>computername</code> parameter used	WS-MAN
Remote machine— <code>computername</code> parameter used	WS-MAN
Remote machine—CIM session with default options	WS-MAN
Remote machine—CIM session with protocol specified	DCOM

One big difference is the type of objects that are returned by the two groups of cmdlets. Try running this code:

```
PS C:\> Get-WmiObject -Class Win32_ComputerSystem | Get-Member
    TypeName: System.Management.ManagementObject#root\cimv2\
    Win32_ComputerSystem
Name                MemberType          Definition
----                -
PSComputerName      AliasProperty       PSComputerName = __SERVER
```

JoinDomainOrWorkgroup	Method	System.Management...
Rename	Method	System.Management...
SetPowerState	Method	System.Management...
UnjoinDomainOrWorkgroup	Method	System.Management...
AdminPasswordStatus	Property	uint16 AdminPasswordStatus
AutomaticManagedPagefile	Property	bool AutomaticManagedPagefile
...		

Now compare those results to this:

```
PS C:\> Get-CimInstance -ClassName Win32_ComputerSystem | Get-Member

    TypeName: Microsoft.Management.Infrastructure.CimInstance#
    ▶ root/cimv2/Win32_ComputerSystem

Name                MemberType Definition
----                -
Clone               Method      System.Object ICloneable.Clone()
Dispose             Method      void Dispose()
Equals              Method      bool Equals(System.Object obj)
GetCimSessionComputerName Method      string GetCimSessionComputerName()
GetCimSessionInstanceId Method      guid GetCimSessionInstanceId()
GetHashCode         Method      int GetHashCode()
GetObjectData       Method      void GetObjectData...
GetType             Method      type GetType()
ToString            Method      string ToString()
AdminPasswordStatus Property     uint16 AdminPasswordStatus {get;}
AutomaticManagedPagefile Property     bool AutomaticManagedPagefile
AutomaticResetBootOption Property     bool AutomaticResetBootOption
...
```

The first point to note is that the object type changes. `Get-WmiObject` returns a `System.Management.ManagementObject` type object, but the object returned from `Get-CimInstance` is from the `Microsoft.Management.Infrastructure.CimInstance` class. This is part of the new API for working with CIM we mentioned earlier.

The other big difference is that the WMI cmdlet returns a set of methods that are part of the WMI class:

- `JoinDomainOrWorkgroup`
- `Rename`
- `SetPowerState`
- `UnjoinDomainOrWorkgroup`

A variable can be created to reference the object and the methods called on that object, such as:

```
PS C:\> $comp = Get-WmiObject -Class Win32_ComputerSystem
PS C:\> $comp.Rename("Newname", "password", "username")
```

This approach will *not* work with the CIM cmdlets because the objects that are returned are inert; they don't give access to the WMI class methods. If you need to use the methods, you have to use `Invoke-CimMethod` as described later in the chapter.

An apparent, but important, difference is that the WMI cmdlets use `-Class` but the CIM cmdlets use `-ClassName`. However, the CIM cmdlets will accept `-Class` as an abbreviated parameter name so this shouldn't be too difficult to use.

The only way to learn about the CIM cmdlets is to use them, so let's start by looking at how you discover information on the CIM classes.

39.3.1 Get-CIMClass

This cmdlet alone makes the move to the CIM API worthwhile. It opens up WMI classes to discovery in a simple way. Here's the default information returned by the cmdlet:

```
PS C:\> Get-CimClass -Class Win32_ComputerSystem

    Namespace: ROOT/cimv2

CimClassName          CimClassMethods          CimClassProperties
-----
Win32_ComputerSystem  {SetPowerState, R...    {Caption,Description...}
```

You can dig into the detailed information:

```
PS C:\> $class = Get-CimClass -Class Win32_ComputerSystem
PS C:\> $class.CimClassMethods

Name                ReturnType Parameters          Qualifiers
-----
SetPowerState       UInt32   {PowerState...    {}
Rename              UInt32   {Name...          {Implemented, ValueMap}
JoinDomainOrWorkgroup UInt32   {AccountOU...     {Implemented, ValueMap}
UnjoinDomainOrWorkgroup UInt32   {FUnjoinOptions... {Implemented, ValueMap}

PS C:\> $class.CimClassProperties

Name                : Caption
Value               :
CimType             : String
Flags               : Property, ReadOnly, NullValue
Qualifiers          : {MaxLen, read}
ReferenceClassName  :
...
```

Probably the most useful part is when you drill down into the methods and get to understand the parameters:

```
PS C:\> $class.CimClassMethods["Rename"].Parameters

Name                CimType Qualifiers
-----
Name                String {ID, In}
Password            String {ID, In}
UserName            String {ID, In}
```

You get the parameter name and, more important, the type of data the method expects for that parameter. This information can be difficult to obtain using the WMI cmdlets and most people resort to the documentation.

If you need them, you can access the system properties for the class by using `$class.CimSystemProperties`.

Unfortunately, there's one gap in the information provided by `Get-CimClass`: You can't get to the amended properties. Some properties are buried deep in the WMI database and involve relatively expensive processing to reach. The most common reason for accessing these properties is to read the class description. With the WMI cmdlets, you'd do this:

```
PS C:\> (Get-WmiObject -List Win32_ComputerSystem -Amended).Qualifiers |
  where Name -eq "Description" | select -ExpandProperty Value
```

The `Win32_ComputerSystem` class represents a computer system operating in a Win32 environment.

There's no equivalent mechanism using the CIM cmdlets to retrieve this information.

Now that you've seen how to discover information about the CIM classes, how do you retrieve information about the instances of those classes?

39.3.2 *Get-CimInstance*

If we asked you to tell us how to access a WMI class in PowerShell v2 you'd have told us to use `Get-WmiObject`. Table 39.3 shows that the equivalent CIM cmdlet is `Get-CimInstance`, which is used exactly as you'd expect:

```
PS C:\> Get-CimInstance -ClassName Win32_ComputerSystem
```

Name	PrimaryOwnerName	Domain	TotalPhysicalMemory	Model
RSLAPTOP01	Richard	WORKGROUP	2951139328	HP G60 Notebook

The `Manufacturer` property has been removed to fit the page size. One thing to be aware of is that the default formatting has changed for many standard classes. The information is still there; it's just formatted slightly differently.

The techniques you used with `Get-WmiObject` still work. You can use the `-Filter` parameter:

```
PS C:\> Get-CimInstance -ClassName Win32_Process -Filter "Name =
  'powershell.exe'"
```

ProcessId	Name	HandleCount	WorkingSetSize	VirtualSize
4060	powershell.exe	700	124346368	310177792

Alternatively, you can use a query:

```
PS C:\> Get-CimInstance -Query "SELECT * FROM Win32_Process WHERE Name =
  'powershell.exe'"
```

ProcessId	Name	HandleCount	WorkingSetSize	VirtualSize
4060	powershell.exe	732	124186624	310177792

If you want to access a machine by name, local or remote:

```
PS C:\> Get-CimInstance -Query "SELECT * FROM Win32_Process WHERE Name =
➤ 'powershell.exe'" -ComputerName RSLAPTOP01
```

ProcessId	Name	HandleCount	PSComputerName
4060	powershell.exe	802	RSLAPTOP01

WorkingSetSize and VirtualSize removed from display for brevity.

You can even use `-ResourceURI` in a manner similar to the WS-MAN cmdlets if you wish. We don't recommend that approach; the syntax is more convoluted.

One great thing about the CIM cmdlets is that the data can be refreshed. Follow through this example on your machine to see what we mean. First, create an object representing the PowerShell process running on your machine. You can then display `KernelModeTime`, which is a measure of the time that the CPU spends on PowerShell:

```
PS C:\> $p = Get-CimInstance -ClassName Win32_Process -Filter "Name =
➤ 'powershell.exe'"
PS C:\> $p | format-table Name, KernelModeTime -AutoSize
```

Name	KernelModeTime
powershell.exe	31356201

If you pipe that object through `Get-CimInstance`, the values are refreshed:

```
PS C:\> $p | Get-CimInstance | format-table Name, KernelModeTime -AutoSize
```

Name	KernelModeTime
powershell.exe	31824204

Note that the original object, `$p`, remains the same; it's just the data you're displaying that gets refreshed. There's no comparable way of doing this with the WMI cmdlets.

WMI classes may be associated with other classes. A typical example is the association between the `Win32_NetworkAdapter` and the `Win32_NetworkAdapterConfiguration` classes. The first holds hardware information on your network card, and the second holds the TCP/IP configuration data. You'll often need to retrieve information on the configuration based on the adapter. For example, you can find the wireless adapter using the WMI cmdlets:

```
PS C:\> $nic = Get-WmiObject -ClassName Win32_NetworkAdapter -Filter
➤ "NetEnabled = $true AND NetConnectionID LIKE '%Wireless%'"
```

Now you need to find its TCP/IP address, which is stored on the `Win32_NetworkAdapterConfiguration` class:

```
PS C:\> Get-WmiObject -Query "ASSOCIATORS OF
➤ {Win32_NetworkAdapter.DeviceID={$($nic.DeviceID)}
➤ WHERE ResultClass = Win32_NetworkAdapterConfiguration"
```

DHCPEnabled	: True
IPAddress	: {192.168.1.2, fe80::6d95:b824:6a72:a0a9}
DefaultIPGateway	: {192.168.1.1}
DNSDomain	: tiscali.co.uk

```

ServiceName      : athr
Description      : Atheros AR5007 802.11b/g WiFi Adapter
Index           : 11

```

You can do the same thing with the CIM cmdlets but in a slightly different way:

```

PS C:\> $nic = Get-CimInstance -ClassName Win32_NetworkAdapter
➤ -Filter "NetEnabled = $true AND NetConnectionID LIKE '%Wireless%'"

PS C:\> Get-CimAssociatedInstance -CimInstance $nic -ResultClassName
➤ Win32_NetworkAdapterConfiguration | select IPAddress

IPAddress
-----
{192.168.1.2, fe80::6d95:b824:6a72:a0a9}

```

Using the CIM cmdlets is cleaner and simpler. Anything that removes the need to remember the query syntax for WMI associations has to be a bonus.

Sometimes you find CIM instances on your systems that you don't want or no longer need. You can use the CIM cmdlets to remove those instances.

39.3.3 Remove-CimInstance

Every system you touch has a number of processes running that consume resources. Sometimes other admins may leave processes running that they shouldn't have—we know you wouldn't do that. There are a couple of ways to remove those processes.

The simplest method of using `Remove-CimInstance`, and the one we recommend, is to use `Get-CimInstance` first and pipe the results into `Remove-CimInstance`:

```

PS C:\> Get-CimInstance -ClassName Win32_Process -Filter "Name =
➤ 'calc.exe'" | Remove-CimInstance

```

This approach has the advantage of allowing you to correctly identify the instance you want to remove before performing the deletion. The alternative approach is to perform a query and remove the results:

```

PS C:\> Remove-CimInstance -Query "SELECT * FROM Win32_Process WHERE Name =
➤ 'calc.exe'"

```

If you look at the help for `Remove-CimInstance`, you'll see that a `-WhatIf` parameter is available:

```

PS C:\> Remove-CimInstance -Query "SELECT * FROM Win32_Process WHERE Name =
➤ 'calc.exe'" -WhatIf
What if: Performing operation "Remove-CimInstance" on Target
"Win32_Process: calc.exe (Handle = "3600)".

```

This parameter depends on the underlying functionality within the WMI provider. If the provider supports `-WhatIf`, then the parameter works properly. In the case of the provider not supporting `-WhatIf`, either you'll get an error or the parameter is ignored and the cmdlet does its job. We haven't seen any documentation describing which providers support `-WhatIf` and which don't, so your mileage may vary.

Sometimes you don't want to remove a CIM instance; you just want to modify it.

39.3.4 Set-CimInstance

Modifying the value of a CIM instance isn't a task that comes up every day, but you need to be able to do it when required. There's a cmdlet for this called `Set-CimInstance`. A simple example is to look at the label on the disk volume holding the C: drive:

```
PS C:\> Get-CimInstance -ClassName Win32_Volume -Filter "Name = 'C:\\'" |
Format-table Name, Label -autosize

Name Label
---- -
C:\
```

As with the WMI version of this example from earlier in the chapter, the `\` needs to be escaped. Changing the label is just a matter of piping the results into `Set-CimInstance`:

```
PS C:\> Get-CimInstance -ClassName Win32_Volume -Filter "Name = 'C:\\'" |
➤ Set-CimInstance -Property @{Label="CimTest"}
```

The result can be tested:

```
PS C:\> Get-CimInstance -ClassName Win32_Volume -Filter "Name = 'C:\\'" |
➤ Format-table Name, Label -autosize

Name Label
---- -
C:\ CimTest
```

A more common scenario is working with the methods on the WMI classes to perform changes. Whereas you used `Invoke-WmiMethod` earlier in the chapter, the corresponding CIM cmdlet is `Invoke-CimMethod`.

39.3.5 Invoke-CimMethod

CIM provides a huge repository of information that you can tap into to discover what's happening on your systems. It also provides the opportunity to manage those systems through the methods on the CIM classes. You saw earlier that there are a few issues with using `Invoke-WmiMethod`. Those issues don't exist when you use `Invoke-CimMethod`.

As we explained, you can use `Get-CimClass` to discover the parameter information you need about a method. Let's create a process:

```
PS C:\> $class = Get-CimClass -ClassName Win32_Process
PS C:\> $class.CimClassMethods["Create"].Parameters

Name                               CimType  Qualifiers
----                               -
CommandLine                        String   {ID, In, MappingStrings}
CurrentDirectory                   String   {ID, In, MappingStrings}
ProcessStartupInformation           Instance {EmbeddedInstance, ID, In,...
ProcessId                          UInt32   {ID, MappingStrings, Out}
```

You need to provide a command-line command to start the process and a directory. The parameters are supplied as a hash table using the parameter name you've discovered

and the value. The hash table can be built separately or as part of the cmdlet call; we prefer to do it separately because it makes the code more readable. You can then invoke the method as shown here:

```
PS C:\> $params = @{CommandLine = "calc.exe"; CurrentDirectory =
➤ "c:\scripts"}
PS C:\> Invoke-CimMethod -ClassName Win32_Process -MethodName Create -
➤ Arguments $params

      ProcessId      ReturnValue PSComputerName
      -
      -----
           2040              0
```

As with calling any WMI method, a return code of 0 means success. Anything else is a failure. Some methods, such as the `Terminate` method of `Win32_Process`, don't have any arguments. In these cases, you have a couple of options. Option one is to get the instance and pipe it into `Invoke-CimMethod`:

```
PS C:\> Get-CimInstance -Class Win32_Process -Filter "Name = 'calc.exe'" |
➤ Invoke-CimMethod -MethodName terminate
```

Alternatively, you can create a variable for the instance and use that instance as follows:

```
PS C:\> $inst = Get-CimInstance -Class Win32_Process -Filter "Name =
➤ 'calc.exe'"
PS C:\> Invoke-CimMethod -InputObject $inst -MethodName Terminate
```

39.3.6 Register-CimIndicationEvent

Windows is an event-driven operating system. PowerShell provides a good way of working with the event engine. WMI provides events. You can put all of that together to work with WMI events. If you've worked with WMI events using PowerShell v2, you'll notice a few differences. A number of CIM classes deal with events in general:

```
PS C:\> Get-CimClass CIM_Inst* | Select -expand CimClassname
CIM_InstIndication
CIM_InstCreation
CIM_InstModification
CIM_InstDeletion
CIM_InstalledSoftwareElement
CIM_InstalledOS
```

You may also find classes that deal with explicit events, such as `Win32_VolumeChangeEvent`, `Win32_ComputerShutdownEvent`, or `RegistryKeyChangeEvent`. The first thing you should do when working with events is register the event you need:

```
PS C:\> $q = "SELECT * FROM CIM_InstModification WHERE TargetInstance ISA
➤ 'Win32_LocalTime'"
PS C:\> Register-CimIndicationEvent -Query $q
```

In this case you'll get an event every second as the system time changes. You can see the results by using PowerShell's `Get-Event` cmdlet:

```
PS C:\> Get-Event | select TimeGenerated
```

When you've finished with the event, you should unregister it and tidy up by clearing out the event queue:

```
PS C:\> Unregister-Event *
PS C:\> Get-Event | Remove-Event
```

The CIM cmdlets provide an alternative and, in many cases, a better way of working with WMI. We've mentioned several times that the CIM cmdlets can use the PowerShell remoting protocols to access remote systems. It's time we had a look at how that works.

39.4 CIM sessions

As shown in table 39.4, the CIM cmdlets use WS-MAN to access remote systems by default, either through the `-ComputerName` parameter or by using a `CIMSession`. These options are exactly analogous to PowerShell Remoting. Use the `-ComputerName` parameter when you only want to access the remote machine once, and use a `CIMSession` when you want to perform a number of actions on the remote system.

Connecting to a remote machine using the `-ComputerName` parameter is exactly the same as for any other cmdlet with this capability:

```
PS C:\> Get-CimInstance -ClassName Win32_OperatingSystem -ComputerName
webr201 | Select PSComputerName, LastBootUpTime
```

A `CimSession` is created and used like this:

```
PS C:\> $sw = New-CimSession -ComputerName webr201
PS C:\> Get-CimInstance -ClassName Win32_OperatingSystem -CimSession $sw |
Select PSComputerName, LastBootUpTime
```

This creates a `CimSession` using WS-MAN. How can you tell?

```
PS C:\> $sw

Id           : 1
Name         : CimSession1
InstanceId   : 2e1cf2b0-96e5-4fdd-90e9-f18948846500
ComputerName : webr201
Protocol     : WSMAN
```

Look at the session information and it'll tell you the protocol. This is great, but you can only use WS-MAN against PowerShell v3. Look at the WS-MAN information for the `webr201` system used in the earlier example:

```
PS C:\> Test-WSMan -ComputerName webr201

wsmid           : http://schemas.dmtf.org/wbem/wsman/identity/1/
                  wsmidentity.xsd
ProtocolVersion : http://schemas.dmtf.org/wbem/wsman/1/wsman.xsd
ProductVendor   : Microsoft Corporation
ProductVersion  : OS: 0.0.0 SP: 0.0 Stack: 3.0
```

This is version 3 of WS-MAN that's installed with PowerShell v3. Look at a system running PowerShell v2:

```
PS C:\> Test-WSMan -ComputerName server02

wsmid           : http://schemas.dmtf.org/wbem/wsman/identity/1/
                 wsmanidentity.xsd
ProtocolVersion : http://schemas.dmtf.org/wbem/wsman/1/wsman.xsd
ProductVendor   : Microsoft Corporation
ProductVersion  : OS: 0.0.0 SP: 0.0 Stack: 2.0
```

If you try to use a CIM session over WS-MAN to a system running WS-MAN version 2.0, *it will fail*. What's the answer? Drop back to DCOM:

```
PS C:\> $o = New-CimSessionOption -Protocol DCOM
PS C:\> $sd = New-CimSession -ComputerName server02 -SessionOption $o
PS C:\> Get-CimInstance -ClassName Win32_OperatingSystem -CimSession $sd |
➤ Select PSComputerName, LastBootUpTime
```

The only difference is that a session option to use the DCOM protocol has been used. If you create a session using the DCOM protocol, you automatically get packet privacy enabled. This provides remote access to WMI providers such as IIS or clustering that demand the packet privacy level of encryption.

NOTE If you use a WS-MAN-based CIM session, you don't need to worry about packet privacy; you aren't using DCOM, so it's not an issue.

Other `CimSession` options include `UICulture`, skipping of certificate checks, password authentication mechanisms, proxy types, and WMI impersonation (or packet privacy level encryption), although you should be able to use most default settings. The complete help file for this cmdlet is a recommended read, and there's no reason for us to rehash it here.

One of the good things about CIM sessions is that they can be combined. You can achieve this by explicitly specifying the sessions you want to use:

```
PS C:\> Get-CimInstance -ClassName Win32_OperatingSystem -CimSession $sw,
➤ $sd | Select PSComputerName, LastBootUpTime
```

The end result is getting `Win32_OperatingSystem` information from multiple CIM sessions. Alternatively, this can be done implicitly by piping all of the available CIM sessions to `Get-CimInstance`:

```
PS C:\> Get-CimSession | Get-CimInstance -ClassName Win32_OperatingSystem |
➤ Select PSComputerName, LastBootUpTime
```

Our absolute favorite thing regarding CIM sessions is that if you use WS-MAN (which was revised for PowerShell v3) the session can survive a reboot of the remote machine, as illustrated in figure 39.1.

You're given a warning that you have up to four minutes to reconnect after you attempt to reconnect to the remote machine. If you're restarting a system that runs Microsoft Exchange or another application that takes a long time to restart, your session may time out. In that case you'll need to re-create it.

The CIM cmdlets and CIM sessions come as "out-of-the-box" technology. Microsoft's long-term strategy is to use CIM in place of the WMI technologies you're


```

C:\scripts
PS> $s = New-CimSession -ComputerName WebR201
PS> Get-CimInstance -ClassName Win32_OperatingSystem -CimSession $s

SystemDirectory      Organization          BuildNumber          RegisteredUser       SerialNumber         Version              PSComputerName
-----
C:\Windows\sys...   7601                 Windows User        55041-437-000...   6.1.7601            WebR201

PS> Restart-Computer WebR201
PS> Get-CimInstance -ClassName Win32_OperatingSystem -CimSession $s
WARNING: [WSManNetworkFailureDetected] The network connection to WebR201 has been interrupted. Attempting to reconnect
for up to 4 minutes...
WARNING: [WSManConnectionRetryAttempt] Attempting to reconnect to WebR201 ...
WARNING: [WSManConnectionRetryAttempt] Attempting to reconnect to WebR201 ...
WARNING: [WSManConnectionRetrySucceeded] The network connection to WebR201 has been restored.

SystemDirectory      Organization          BuildNumber          RegisteredUser       SerialNumber         Version              PSComputerName
-----
C:\Windows\sys...   7601                 Windows User        55041-437-000...   6.1.7601            WebR201

PS>

```

Figure 39.1 Reconnecting a WS-MAN-based CIM session

familiar with. So we encourage you to take the time to begin learning and using these new cmdlets.

One last piece of CIM-related functionality that we want to cover enables you to create your own cmdlets from CIM classes.

39.5 “Cmdlets over objects”

This topic may be stretching the envelope a bit for a lot of IT pros, but it’s a powerful way to deliver easy-to-use CIM-based functionality. It’s also critical to understand because 60 percent of the PowerShell functionality in Windows Server 2012 is delivered using this technique. The basis of the technique is that you take a CIM class, wrap some XML around the properties and methods, save it as a CDXML file, and publish it as a PowerShell module.

That’s right; we did say XML. An example is shown in listing 39.1, which takes the `Win32_LogicalDisk` class and creates two cmdlets for your module. The first cmdlet enables you to filter by disk type, using words instead of the integer codes WMI expects, and the second invokes the `Chkdsk` method.

Listing 39.1 Cmdlet over object code

```

<?xml version="1.0" encoding="utf-8"?>
<PowerShellMetadata xmlns="http://schemas.microsoft.com/cmdlets-over-
objects/2009/11">
  <Class ClassName="root\cimv2\Win32_LogicalDisk">
    <Version>1.0</Version>
    <DefaultNoun>LogicalDisk</DefaultNoun>
    <InstanceCmdlets>
      <GetCmdletParameters DefaultCmdletParameterSet="ByName">
        <QueryableProperties>

```

← 1 Header, class definition

```

    <Property PropertyName="Name">
      <Type PSType = "System.String"/>
      <RegularQuery >
        <CmdletParameterMetadata PSName="Name"
➤ ValueFromPipelineByPropertyName="true" CmdletParameterSets="ByName" />
      </RegularQuery>
    </Property>

    <Property PropertyName="DriveType">
      <Type PSType = "DJRPID.Disk.DriveType"/>
      <RegularQuery >
        <CmdletParameterMetadata PSName="DriveType"
➤ CmdletParameterSets="ByType" />
      </RegularQuery>
    </Property>

    <Property PropertyName="FreeSpace">
      <Type PSType="System.UInt64" />
      <MaxValueQuery>
        <CmdletParameterMetadata PSName="MaxFreeSize"
➤ CmdletParameterSets="BySize" />
      </MaxValueQuery>
      <MinValueQuery>
        <CmdletParameterMetadata PSName="MinFreeSize"
➤ CmdletParameterSets="BySize" />
      </MinValueQuery>
    </Property>

    </QueryableProperties>
  </GetCmdletParameters>

  <Cmdlet>
    <CmdletMetadata Verb="Invoke" Noun="LogicalDiskChkdsk"
➤ ConfirmImpact="Medium"/>
    <Method MethodName="Chkdsk">
      <ReturnValue>
        <Type PSType="System.UInt32"/>
        <CmdletOutputMetadata>
          </CmdletOutputMetadata>
        </ReturnValue>

      <Parameters>
        <Parameter ParameterName="FixErrors">
          <Type PSType="Boolean" />
          <CmdletParameterMetadata PSName="FixErrors" />
        </Parameter>

        <Parameter ParameterName="ForceDismount">
          <Type PSType="Boolean" />
          <CmdletParameterMetadata PSName="ForceDismount" />
        </Parameter>

        <Parameter ParameterName="OkToRunAtBootUp">
          <Type PSType="Boolean" />
          <CmdletParameterMetadata PSName="OkToRunAtBootUp" />
        </Parameter>
      </Parameters>
    </Method>
  </Cmdlet>

```

2 Filter by name

3 Filter by drive type

4 Filter by free space

5 Chkdsk method definition

6 Method parameters

```

    <Parameter ParameterName="RecoverBadSectors">
      <Type PStype="Boolean" />
      <CmdletParameterMetadata PSName="RecoverBadSectors" />
    </Parameter>

    <Parameter ParameterName="SkipFolderCycle">
      <Type PStype="Boolean" />
      <CmdletParameterMetadata PSName="SkipFolderCycle" />
    </Parameter>

    <Parameter ParameterName="VigorousIndexCheck">
      <Type PStype="Boolean" />
      <CmdletParameterMetadata PSName="VigorousIndexCheck" />
    </Parameter>

  </Parameters>
</Method>
<GetCmdletParameters DefaultCmdletParameterSet="ByName">
<QueryableProperties>

  <Property PropertyName="Name">
    <Type PStype = "System.String"/>
    <RegularQuery >
      <CmdletParameterMetadata PSName="Name"
▶ ValueFromPipelineByPropertyName="true" CmdletParameterSets="ByName" />
    </RegularQuery>
  </Property>

</QueryableProperties>
</GetCmdletParameters>
</Cmdlet>
</InstanceCmdlets>
</Class>
<Enums>
  <Enum EnumName="DJRPID.Disk.DriveType" UnderlyingType="System.UInt32">
    <Value Name="RemovableDisk" Value="2" />
    <Value Name="HardDisk" Value="3" />
    <Value Name="NetworkDrive" Value="4" />
    <Value Name="CD" Value="5" />
    <Value Name="RAMDisk" Value="6" />
  </Enum>
</Enums>
</PowerShellMetadata>

```

7 Enumeration definition

This listing should be saved with a CDXML extension. The filename will eventually be used as the module name, so plan accordingly. If you want PowerShell to be able to easily find it, then create an appropriately named subfolder in your module path. We'll show you how to import this later.

For now let's look at this file, which appears a lot more complicated than it actually is. The listing starts with some header lines **1**. Here you provide the CIM class you'll be using—in this case, `Win32_LogicalDisk`. The namespace is expected as part of the class information. The version can be provided by any scheme you use in your organization. The last part of this area supplies the default noun. This is what will be used by the Get cmdlet you'll create. Our recommendation is to relate the noun to the class.

Use the full class name or the part after the Win32_. We’ve used LogicalDisk, which is descriptive, informative, and singular.

The next sections of the list provide the search properties used with your new Get-Logicaldisk cmdlet. For example, if you just use the cmdlet name, all logical disks are returned:

```
PS C:\> Get-LogicalDisk | format-table DeviceId, DriveType, Size, FreeSpace
➤ -autosize
```

DeviceId	DriveType	Size	FreeSpace
C:	3	249951154176	163819159552
E:	5		
F:	5		

Your cmdlet has three defined search properties. The first uses the name ❷ of the logical disk—that is, the drive letter:

```
PS C:\> Get-LogicalDisk -Name c: | format-table DeviceId, DriveType, Size,
➤ FreeSpace -autosize
```

DeviceId	DriveType	Size	FreeSpace
C:	3	249951154176	163819200512

The second parameter allows you to search by disk type ❸. You can do so using the WMI integer code:

```
PS C:\> Get-LogicalDisk -DriveType 3 | Format-table DeviceId, DriveType,
➤ Size, FreeSpace -autosize
```

DeviceId	DriveType	Size	FreeSpace
C:	3	249951154176	163819659264

Better still, you can use a descriptive term to indicate the type of disk you require:

```
PS C:\> Get-LogicalDisk -DriveType HardDisk | format-table DeviceId,
➤ DriveType, Size, FreeSpace -autosize
```

DeviceId	DriveType	Size	FreeSpace
C:	3	249951154176	163819659264

The translation between the numerical value and the descriptive term is managed by the DJRPID.Disk.DriveType enumeration, which is provided at the end of the list ❷ in the enums section.

Searching on the amount of free space available on the disk is managed slightly differently ❹. Two parameters are supplied: one for a search based on the maximum amount of free space available and the other on the minimum of free space required. Their use needs a little bit of thinking about:

```
PS C:\> Get-LogicalDisk -MinFreeSize 150GB | format-table DeviceId,
➤ DriveType, Size, FreeSpace -autosize
```

```
DeviceId DriveType      Size      FreeSpace
-----
C:                3 249951154176 163817295872
```

```
PS C:\> Get-LogicalDisk -MinFreeSize 200GB | format-table DeviceId,
➤ DriveType, Size, FreeSpace -autosize
```

A disk has to have at least the requested amount of free space available for it to be returned when the `-MinFreeSpace` parameter is used. The opposite is true when using the `-MaxFreeSpace` parameter:

```
PS C:\> Get-LogicalDisk -MaxFreeSize 150GB | format-table DeviceId,
➤ DriveType, Size, FreeSpace -autosize
```

```
PS C:\> Get-LogicalDisk -MaxFreeSize 200GB | format-table DeviceId,
➤ DriveType, Size, FreeSpace -autosize
```

```
DeviceId DriveType      Size      FreeSpace
-----
C:                3 249951154176 163817295872
```

The disk has to have less than the value supplied to the `-MaxFreeSpace` parameter for it to be returned.

Each method on the CIM class can be used to create another cmdlet **5**. A name can be supplied for the noun that will be applied to the cmdlet. It doesn't have to match the method name, but we recommend incorporating the method name as done in this example. The parameters of the `Chkdsk` method can be found using `Get-CimClass`:

```
PS C:\> (Get-CimClass -ClassName
➤ Win32_LogicalDisk).CimClassMethods["ChkDsk"].Parameters

Name                               CimType Qualifiers
-----
FixErrors                           Boolean {ID, in}
ForceDismount                       Boolean {ID, in}
OkToRunAtBootUp                    Boolean {ID, in}
RecoverBadSectors                   Boolean {ID, in}
SkipFolderCycle                     Boolean {ID, in}
VigorousIndexCheck                  Boolean {ID, in}
```

The parameters are coded individually **6** with the cmdlet name for the parameter, the data type, and the parameter name as defined in the class supplied.

To use the CDXML file, import it as a module as you would any other PowerShell module. The same module rules apply. To make it easier, save the file as `Logicaldisk.cdxml` in a folder called `LogicalDisk` under your `Modules` folder:

```
PS C:\> Import-Module Logicaldisk
PS C:\> get-command -Module Logicaldisk

CommandType      Name                               ModuleName
-----
Function         Get-LogicalDisk                   Logicaldisk
Function         Invoke-LogicalDiskChkdsk          Logicaldisk
```

Or you can specify the full path of the file:

```
PS C:\> import-module c:\devwork\logicaldisk.cdxml
```

Using CDXML should be regarded as an advanced technique, and we recognize that not everyone will want to code XML in this manner. You can find more CDXML examples in chapters 18 and 19 of *PowerShell and WMI* by Richard Siddaway (Manning, 2012). Finally, a PowerShell community project is in the process of starting to provide a number of modules for the common legacy WMI classes, so don't feel you need to reinvent the wheel.

39.6 Summary

Knowing how to use WMI and CIM with PowerShell is a critical element for IT pros. Most management tasks you'll need to undertake will use WMI and CIM. Using the WMI cmdlets will continue to work for all versions of PowerShell. So if you have WMI-based management scripts in place, don't feel you need to rewrite them. Because Microsoft's long-term strategy for remote management centers around CIM, it's to your benefit to begin using these cmdlets now. You can use CIM with systems running PowerShell v2—just remember that you'll need to use DCOM for your `CIMSessions` to these machines.

40

Best practices

This chapter covers

- PowerShell general best practices
- PowerShell scripting best practices
- PowerShell in the enterprise best practices

Throughout this book, we've noted—and sometimes hinted at—practices you can follow to make your PowerShell efforts, especially scripts, more maintainable, better performing, and more flexible than you ever thought possible. In this chapter, we'll reiterate and organize those suggestions for easier reference. The number one recommendation is to use PowerShell every day. The following recommendations aren't in any particular order of importance.

40.1 PowerShell general best practices

These recommendations are designed for you to get the best out of PowerShell:

- Read the help files—there's a mass of good information, especially in the examples.
- In PowerShell v3, set up a schedule to update help on a regular basis.
- Set your execution policy to at least RemoteSigned.

- Use the pipeline—PowerShell is designed for pipeline usage. If you apply coding styles from older scripting languages, you'll lose a lot of functionality and create work for yourself.
- Give variables meaningful names, such as `$computer` rather than `$x`.
- Avoid variables with spaces or special symbols in their names, such as `${computername}`.
- Never set `$ErrorActionPreference` (or `$VerbosePreference` or any other “preference” variable) globally in the shell or in a script or function. Instead, use parameters, such as a cmdlet's `-ErrorAction` parameter or a function's `-Verbose` parameter, to set the preference on an as-needed basis.
- Avoid enumerating collections—using `ForEach-Object` or the `ForEach` scripting construct—unless there's no other way to accomplish your task.
- Use single quotes unless you explicitly need the variable-replacement and expression-evaluation capabilities of double quotes. If you're working with SQL Server databases, remember that they use single quotes for strings.
- String substitution (or multiplication) is much easier than string concatenation.
- Use the built-in constants—PowerShell understands KB, MB, GB, TB, and PB.
- Avoid using native .NET classes and methods unless there's no cmdlet alternative.
- Be careful with code downloads from the internet and always double-check what the code is doing—your environment may be different enough from the author's that you'll encounter problems.
- Filter early and format late. Restrict the data set as soon as possible, but don't format the data until you're just about to display.

40.2 PowerShell scripting best practices

These recommendations are designed for you to get the best out of PowerShell scripts:

- Give variables a type, such as `[string]$logfile`.
- Avoid using variables that haven't first been given a value within the current scope.
- Give functions and workflows cmdlet-style, verb-noun names such as `Get-DiskInfo`.
- When a script performs a given task, rather than having it just acting as a container for several functions, give the script a cmdlet-style, verb-noun name such as `Set-UserAttributes.ps1`.
- When naming functions and scripts with a verb-noun style name, apply a two- or three-character prefix to the noun. This will generally be a prefix that relates to your company. For example, a company named Great Things, Inc. might name a function `Get-GTUserInfo` or might name a script `Set-GTUserInfo.ps1`.
- If you create private (that is, nonexported) variables in a script module, give those variables distinct names. Many developers will use an underscore for this distinction, such as `$_private` or `$_counter`.
- When defining script or function parameters, use parameter names that correspond to native cmdlet parameters that have a similar purpose. For example, a

parameter intended to collect computer names would be `-Computername` rather than `-host` or `-machine`, because native PowerShell cmdlets use `-Computername`. You can always define a parameter alias for alternate or shorter parameter names such as `-host`.

- Avoid using `Write-Host` unless your sole purpose is to produce output that will only ever need to be seen onscreen. If you use `Write-Host`, use a foreground and/or background color so your messages can be distinguished from your output.
- Use `[CmdletBinding]` in your scripts and functions to give easy access to verbose messages, debugging, and other advanced functionality.
- If your script or function will change the system, add support for `-Whatif` and `-Confirm`.
- Use `Write-Verbose` to produce “progress information,” such as messages that tell you what a script or function is about to attempt.
- Use `Write-Debug` to produce messages intended to assist with the debugging process, keeping in mind that `Write-Debug` will pause the script and offer an opportunity to suspend it.
- Remember that `Write-Warning` exists for those times when you need to output informational messages to screen.
- Scripts and functions should produce one, and only one, kind of output. That output should usually be an object and may be a custom object that combines information from multiple sources.
- Always define help for scripts and functions, even if it’s just comment-based help. XML-based help files are often only needed when you need to provide help messages in multiple languages.
- Avoid changing aliases, variables, and other scoped elements of a scope other than the current one.
- Break tasks into distinct, small units of functionality and implement each as a function. For example, a script that performs 10 different things should be broken up into 10 functions, with a script that calls those functions in the proper sequence.
- Sign code examples that you plan to share with the public. Yes, it’ll require a code-signing certificate and we’re not kidding ourselves about the likelihood of people following this advice. But it’s a good way to help the public confirm that your code hasn’t been tampered with by someone else.
- Avoid using Hungarian notation for variable names; conventions like `$strName` and `$intCounter` are outdated.
- Indent the contents of a script block, such as the `{contents}` of an `If` construct, loop, or other scripting construct.
- Consider using `Write-Verbose`, `Write-Debug`, and so forth to provide inline documentation for scripts and functions, rather than using inline comments for that purpose.

- In a script, function, or workflow, avoid aliases (except for widely understood ones like `Dir`) and truncated parameter names. Spell out full cmdlet and parameter names for better readability and maintainability.
- Avoid using the backtick (```) character at the end of a line so that you can continue the command on the next physical line. Instead, break lines at “natural” PowerShell points. Hitting Enter after any of these characters will allow the line to be continued on the next: ({ , ; |.
- If you use proxy functions, make sure you publish them with your module.
- Remember `Test-Path` and use it to test for file or folder existence.
- `Try...Catch...Finally` should be used anywhere that exceptions could cause problems in your processing.
- Keep your logic simple—for example, avoid double negatives in `If` statements.
- Don't use Notepad as a script editor, except for the most minimal of scripts. At the very least use the Windows PowerShell ISE. Notepad is good for quickly viewing code because PowerShell files open in Notepad by default.
- Avoid using the `Return` keyword. Instead, think about writing objects to the pipeline.

40.3 PowerShell in the enterprise best practices

These recommendations are designed for you to make the best use of PowerShell in the enterprise:

- Use Group Policy to configure and enforce PowerShell Remoting and script execution.
- Use a Remoting or CIM session if you're accessing a remote machine more than once.
- Use PowerShell jobs for long-running tasks.
- Use PowerShell workflows where you need the ability to interrupt or restart scripts or utilize parallel execution.
- Store scripts in a source control solution so that you have both a backup and a way to roll back to a previous version if you mess something up.
- Restrict access to your production scripts to just those who need it.
- Use `Test-Connection` to test the availability of a remote machine before attempting a lot of processing.
- Make sure PowerShell Remoting is enabled on your servers.
- Credentials should be created before being used—don't create them in your command, especially if you need them more than once.
- Use WS-MAN over DCOM for CIM sessions if at all possible.
- Develop a standardized script template and style, especially when a team of administrators will be developing PowerShell scripts.
- Consider an enterprise execution policy of `AllSigned`, and use a code-signing certificate from your Active Directory PKI.

- Create shared scripts that define common functions, aliases, and variables you might need for your team. Store these scripts centrally, such as on a UNC, and then dot-source them in your profile script.
- We hope this goes without saying, but test *everything* in a nonproduction environment. With the widespread adoption of virtualization, there's no reason you can't. You don't need a Hyper-V farm and a 10 TB SAN; you can get started with the open source VirtualBox and trial versions from Microsoft.

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