Unix Project

Introduction

For our project, we've decided to package a python script to debian. At first we were going to make an operating system catered to gamers, however we did not have much time left in the semester to do so and the second idea was to package a game to debian but got blocked on the dependencies. As for the python packaging, here are our steps into completing the process:

This is to create the directory to hold the python script

```
vboxuser@vboxuser:~$ ls

Desktop Documents Downloads Music new_package Pictures Public Templates Videos
vboxuser@vboxuser:~$ mkdir unixproject_package
vboxuser@vboxuser:~$ cd unixproject_package
vboxuser@vboxuser:~/unixproject_package$ mkdir macc
vboxuser@vboxuser:~/unixproject_package$ cd macc
vboxuser@vboxuser:~/unixproject_package/macc$ touch __init__.py
vboxuser@vboxuser:~/unixproject_package/macc$ touch macc.py
vboxuser@vboxuser:~/unixproject_package/macc$ ls
__init__.py macc.py
vboxuser@vboxuser:~/unixproject_package/macc$
```

Here we change the mac address

```
root@vboxuser:~/unixproject_package/macc# sudo ifconfig enp0s3 down
root@vboxuser:~/unixproject_package/macc# sudo ifconfig enp0s3 hw ether 11:22:33:44:55:
66
SIOCSIFHWADDR: Cannot assign requested address
root@vboxuser:~/unixproject_package/macc# sudo ifconfig enp0s3 hw ether 00:66:22:77:11:
88
root@vboxuser:~/unixproject_package/macc# sudo ifconfig enp0s3 up
```

Creating a python script to automatically change the mac address

```
GNU nano 7.2
                                         macc.py *
import subprocess
class Macchanger:
       def change_mac(self,interface,new_mac):
               subprocess.call(["sudo","ifconfig",interface,"down"])
               subprocess.call(["sudo","ifconfig",interface,"hw","ether", new_mac])
               subprccess.call(["sudo","ifconfig",interface,"up"])
               print("[+] Changing MAC adress of "+interface+" to "+new_mac)
  Help
                Write Out
                              Where Is
                                          K Cut
                                                          Execute
                                                                       C Location
                                          ^U Paste
              ^R Read File
                           ^\ Replace
                                                          Justify
                                                                      ^/ Go To Line
  Exit
```

The calling method written in python that executes the process

```
def get_arguments(self):
    parser = argparse.ArgumentParser()
    parser.add_argument("-i","--interface",dest="interface",help="Interface")
    parser.add_argument("-m","--mac",dest="new_mac",help="New MAC address")
    options = parser.parse_args()
    if not options.interface:
        parser.error("[-] Please specify an interface")
    elif not options.new_mac:
        parser.error("[-] Please specify a new mac address")
    return options
```

Executing the method through terminal

Licence and README to the project

```
root@vboxuser:~/unixproject_package/macc# touch setup.py; touch license; touch README.m
d; touch MANIFEST.in
root@vboxuser:~/unixproject_package/macc# ls
__init__.py license macc.py MANIFEST.in README.md setup.py
```

Packaging the Project

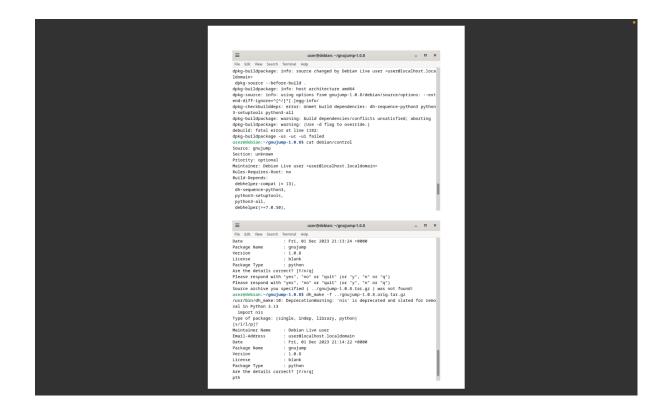
```
root@vboxuser:~/unixproject_package# sudo apt-get install python3-stdeb
Reading package lists... Done
Building dependency tree... Done
Reading state information... Done
python3-stdeb is already the newest version (0.10.0-2).
0 upgraded, 0 newly installed, 0 to remove and 0 not upgraded.
root@vboxuser:~/unixproject_package#

Debian [Running]-Oracle VM VirtualBox
File Machine Vew Input Devices Help
jodel@jodel:~/Documents/Source code/Unix-Final-Project$ cd '/home/jodel/Documents/Source code/Unix-Final-Project/unixproject_package'
jodel@jodel:~/Documents/Source code/Unix-Final-Project/unixproject_package$ python3 setup.py --command-packages=stdeb.command bdist_deb
```

Reasons why we decided to switch

When we decided to start to package a game we encountered issues with the build-dependencies portion as we weren't too sure what to adjust so that the dependencies would make the process continue. We were only able to complete the following parts:





What we learned in our project:

Learning how to package games and Python scripts for Debian involves gaining a comprehensive understanding of the Debian packaging process. In the course of our project, we learned how to package items to debian whether it be a game or a script. For games, this process includes identifying and listing dependencies, specifying installation paths, and addressing any compatibility issues. Similarly, packaging Python scripts involves creating a Debian source package, defining dependencies, and adhering to Debian's policies for file organisation and system integration.

Main Struggles:

The main area we struggled with throughout the course of this project was creating the dependencies as we weren't too sure at the start with what needed to be put as a dependency. This was a major reason as to why we didn't go through with packaging a game due to the intensive dependencies it requires.

In Conclusion:

In the end, we were not able to fully package the project as we could not locate the exact error we ran into when making the package.

```
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                                                                 jodel@jodel: ~/Documents/Source code/Unix-Final-Project/unixproject_package
warning: no files found matching '*.txt'
adding license file 'LICENSE'
writing manifest file 'macc.egg-info/SOURCES.txt'
Traceback (most recent call last):
   File "/home/jodel/Documents/Source code/Unix-Final-Project/unixproject_package/setup.py", line 6, in <module>
   File "/usr/lib/python3/dist-packages/setuptools/__init__.py", line 108, in setup
       return distutils.core.setup(**attrs)
   File "/usr/lib/python3/dist-packages/setuptools/_distutils/core.py", line 185, in setup
       return run_commands(dist)
                      ^^^^
   File "/usr/lib/python3/dist-packages/setuptools/_distutils/core.py", line 201, in run_commands
       dist.run_commands()
   File "/usr/lib/python3/dist-packages/setuptools/_distutils/dist.py", line 969, in run_commands
       self.run command(cmd)
   File "/usr/lib/python3/dist-packages/setuptools/dist.py", line 1213, in run_command
       super().run command(command)
   File "/usr/lib/python3/dist-packages/setuptools/_distutils/dist.py", line 988, in run_command
       cmd_obj.run()
   File "/usr/lib/python3/dist-packages/stdeb/command/bdist_deb.py", line 34, in run
       self.run_command('sdist_dsc')
   File "/usr/lib/python3/dist-packages/setuptools/_distutils/cmd.py", line 318, in run_command
       self.distribution.run_command(command)
   File "/usr/lib/python3/dist-packages/setuptools/dist.py", line 1213, in run_command
       super().run_command(command)
   \label{limits} File \ "/usr/lib/python3/dist-packages/setuptools/\_distutils/dist.py", \ line \ 988, \ in \ run\_command \ run\_c
       cmd_obj.run()
   File "/usr/lib/python3/dist-packages/stdeb/command/sdist_dsc.py", line 30, in run
       debinfo = self.get_debinfo()
                            ^^^^^
   File "/usr/lib/python3/dist-packages/stdeb/command/common.py", line 197, in get_debinfo
       debinfo = DebianInfo(
                            ^^^^^
   File "/usr/lib/python3/dist-packages/stdeb/util.py", line 934, in __init__
        for line in long_description.split('\n'):
                                ^^^^^^
AttributeError: 'NoneType' object has no attribute 'split'
```