

Introduction to Programming - 42

Day 00

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Summary: This document is the subject of the day 00 of the introduction to programming piscine.

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Chapter I

Welcoome to 42

Hi there.

Welcome to 42 Silicon Valley - we are the sister school to Ecole 42 in Paris.

The school opened just one year ago here. We have 1024 computers in this lab, and they are open 24-7 for students to work on the curriculum and side projects on a self-determined schedule.

Ruby Bootcamp is going to follow the same traditions as we use for year-round students. Two of the fundamentals are:

1) Learn how to learn

You will work through a set of problems or a project each day, and for beginners, it can sometimes be frustrating that this is not a tutorial. In the piscine, the guiding principles are:

• Did you Google it?

Error messages that look intimidating can often be resolved just by searching for the error phrase that the program gives.

• Did you ask your neighbor?

Programming is sometimes seen as a solitary art, but group collaboration is essential for working on complex projects. You will find a balance between sharing ideas vs putting headphones on to problem solve by yourself.

• Did you read the manual?

In the end, learning to read official documentation is the most direct way to get your understanding from the source. Documentation for the Ruby language is hosted at ruby-doc.org. We'll be working in the most recent version, so select 2.4.1 Core. From there, scroll down and select the class String. Find it? This page lists everything you can do with a String in Ruby 2.4.1.

2) Peer Correction

For the core curriculum at 42, our projects are evaluated by a computer script - which is VERY strict! - as well as graded by peers. In the bootcamp we are going to do brief peer-corrections each day without the computer script. Each project must be corrected three times. During correction, the person being corrected needs to defend what you wrote. Think of it as trying to sell your work to a paying customer! But because the person correcting you has also done the project, stay open to helpful criticism. They might have some tips on your coding style that can help you improve in the long run.

Do not be cruel to each other during corrections, but do not be a pushover either. We are all here to get better. Grade each other honestly and take any feedback gracefully.

Chapter II

The Terminal

- The terminal is your best friend. But also your new working environment.
- The terminal allows you to work on your computer in a fast and textual way.
- Under MacOS, the terminal used is called iTerm. You can find it by clicking on the magnifying glass at the top right of your screen and typing its name ("iTerm"). Then click on the program to open it.

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Chapter IV

The Only Tutorial

• To create a directory, the command is named mkdir. The mkdir command followed by the name of your choice creates a new directory.

```
?> mkdir example
?>
```

• - To list the contents of the current directory, use the ls command.

```
?> ls
example
?>
```

Note the example directory that you created before.

• There are many options you can use to modify ls. You can find them by reading the manual.

```
?> man ls
?>
```

- You can escape by pressing the "q" key!
- Options are added when yo call the command with a hypen and some letters. Thus, ls -la adds the options -a and -l to the command ls.

• Your directory 'example' is created. It's time to move in. The equivalent of a click on the directory is replaced by the command: cd [name of directory].

```
?> cd example
?>
```

• You have just moved into your 'example' directory.

• To check where you are, and view the file tree, se the pwd command.

```
?> pwd
/Users/Elendar/bootcamp-42/example
?>
```

Do not expect the exact same path on your machine as on the one in the example.

- cd which, actually means 'change directory', allows you to easily move from directory to directory. Small useful details:
- cd .. moves you up one level in the tree. For example, if you are in the 'example' subdirectory, this places you in the directory that contains 'example'.
- cd puts you back in your 'Home Directory', the place where you start when you open a new terminal. It's the root of the file tree.
- touch followed by the name of a file will create an empty file, which you can then fill using various text editors.

```
?> ls -la
total 0
drwxr-xr-x 2 Elendar staff
                              68 Jun 14 18:29 .
drwxr-xr-x 7 Elendar staff
                             238 Jun 14 17:24 ...
?> touch test
?> ls -la
total 0
drwxr-xr-x 3 Elendar
                      staff
                             102 Jun 14 18:29 .
drwxr-xr-x
           7 Elendar staff
                             238 Jun 14 17:24 ...
           1 Elendar
                      staff
                               0 Jun 14 18:29 test
```

• rm followed by the name of a file will delete the file. rm rf means "remove recursively, with force" and will delete a directory.



Be careful! Files deleted with rm do not go to the Trash. You cannot undelete them.

```
?> ls -la
total 0
           3 Elendar
                      staff
                              102 Jun 14 18:29
drwxr-xr-x
              Elendar
                      staff
                              238 Jun 14 17:24 ...
                                0 Jun 14 18:29 test
-rw-r--r--
            1 Elendar
                       staff
?> rm test
?> ls -la
total 0
drwxr-xr-x 2 Elendar staff
                               68 Jun 14 18:29 .
            7 Elendar staff
                              238 Jun 14 17:24 ...
drwxr-xr-x
?> ls -la
total 408
                                  238 Jun 14 18:36 .
           7 Elendar
                      staff
drwxr-xr-x
                                  170 Jun 14 15:33 ...
drwxr-xr-x 5 Elendar
                      staff
drwxr-xr-x 2 Elendar staff
                                   68 Jun 14 18:30 example
?> rm -rf example
```

```
?> ls -la
total 374
drwxr-xr-x 6 Elendar staff 204 Jun 14 18:36 .
drwxr-xr-x 5 Elendar staff 170 Jun 14 15:33 ..
?>
```

• chmod allows you to give "read" or "write" or "run" rights to a file. It must be followed by arguments specifying which rights you want to give to who. Give it three numbers in a row between 0 and 7. 0 means no rights and 7 means that person can do anything to it. The first digit is for the user who owns that file (you if you created it); the second digit is for a category (group) of users; and the third digit represents the permissions for everyone (all users).

```
?> 1s
42.rb
?> ./42.rb
zsh: permission denied: ./42.rb
?> chmod 700 42.rb
?> ./42.rb
La reponse est 42 !
?> 1s -1
total 8
-rwx----- 1 Elendar staff 14 Jun 25 23:06 42.rb
?>
```



Note that ls \neg l gives you details about the permissions applied to each file or directory.

• cat is a command that allows you to view the contents of a file. Of course, if there is nothing in the file, you do not display anything.

```
?> cat bonjour.rb
#!/usr/bin/ruby
print "bonjour !"
?>
```

• open is a MacOS feature that allows you to run a certain program.

Thus, open followed by the name of the pdf will open the pdf. Open. (The file name is important) will open the current directory in the Finder (the file exporter of your mac).

```
?> open dontpanic.pdf
?>
?> open .
?>
```

• Finally, pressing the Ctrl and C keys simultaneously will stop the programs or commands while driving. This may be useful for some unfortunate commands or infinite loops of your programs.

```
?> yes "ctrl + c"
ctrl + c
ctrl + c
ctrl + c
ctrl + c ^C
?>
```

 	
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You are now ready for anything!	
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Chapter V

Onwards!

There is nothing to turn in today.

Done? Try out these coding games unless you want to start on an advanced assignment:

- tryruby.org
- codecombat.com
- RubyWarrior (https://www.bloc.io/ruby-warrior/)
- \bullet codingame.com

These are OK for any time you want to play something fun during camp.