## UD02 exercises



### 1. Activities

#### 1.1. Introduction

- 1. What is a compiler for? What kind of file do we get after compiling?
- 2. What is a linker for? What kind of file do we get after linking?
- 3. What is an interpreter for? Do we get any files after interpreting?
- 4. Explain each of the following concepts and indicate the relationship between them.
  - o source code
  - o object code
  - o binary code
- 5. What kind of code is the bytecode generated by the Java compiler?

### 1.2. Development tools

- 1. Run the "Hello world" program in the following languages:
  - o bash
  - python
  - o php
  - o javascript (nodejs)
  - 0 0
  - o C++
  - o java
  - o ruby
  - o go
  - o rust
  - lisp
  - o assembler (nasm)

The packages to install in Ubuntu are: python, php, nodejs, gcc, g ++, openjdk-8-jdk, ruby, golang, rustc, clisp and nasm.

The source code for different programming languages is available at: <a href="https://es.wikipedia.org/wiki/Anex:Examples de implementaci%C3%B3n del %C2%ABHola mundo%C2%B">https://es.wikipedia.org/wiki/Anex:Examples de implementaci%C3%B3n del %C2%ABHola mundo%C2%B</a>
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Instructions at <a href="https://github.com/jamj2000/DAW1-ED-HolaMundo">https://github.com/jamj2000/DAW1-ED-HolaMundo</a>.

For each of the previous languages, indicate the process carried out to get the code to execute: compilation or interpretation?

For each of the above languages, indicate the name of the compiler or interpreter used in GNU/Linux.

Investigate and find out the extension of the source code files of the following languages:

- o bash
- o python
- o php
- javascript
- 0 C
- o C++
- o java
- o assembler
- o ruby
- o go
- o rust
- o lisp

# 2. Integrated environments

## development

- 1. Install the sublime text editor. Take a screenshot once installed.
- 2. Customize Sublime text by installing the most important plugins.

Check the page <a href="https://www.genbetadev.com/desarrollo-web/10-packages-de-sublimete">https://www.genbetadev.com/desarrollo-web/10-packages-de-sublimete</a> <a href="https://www.genbetadev.com/desarrollo-web/10-packages-de-sublimete">https://www.genbetadev.com/desarrollo-web/10-packages-de-sublimete</a> <a href="https://www.genbetadev.com/desarrollo-web/10-packages-de-sublimete">https://www.genbetadev.com/desarrollo-web/10-packages-de-sublimete</a> <a href="https://www.genbetadev.com/desarrollo-web/10-packages-de-sublimete">https://www.genbetadev.com/desarrollo-web/10-packages-de-sublimete</a> <a href="https://www.genbetadev.com/desarrollo-web/10-packages-de-sublimete">https://www.genbetadev.com/desarrollo-web/10-packages-de-sublimete</a> <a href="https://www.genbetadev.com/desarrollo-web/10-packages-de-sublimete">https://www.genbetadev.com/desarrollo-web/10-packages-de-sublimete</a> <a href="https://www.genbetadev.com/desarrollo-web/10-packages-de-sublimete-web/10-packages-de-subl

What is the Emmet plugin for? Make use of it when writing a test html file.

- 3. Install the Visual Studio Code editor. Take a screenshot once installed and running.
- 4. Make a comparison of the functionality offered by Sublime text and that offered by Visual Studio Code regarding the following aspects:
  - integrated terminal
  - o integrated emmet
  - icons for file types
  - keyboard shortcut for commenting (Ctrl + Shift + 7)
  - shortcut for search and select (Ctrl + D)
- 5. What basic packages should we install in Ubuntu to develop in Java?
- 6. Install the Netbeans integrated environment. Take a screenshot once installed and running.
- 7. Install the Eclipse integrated environment. Take a screenshot once installed and running.
- 8. Create a "Hello World" project in Java in Netbeans. Make its compilation and execution.
- 9. Create a "Hello World" project in Java in Eclipse. Make its compilation and execution.

## 3. Information sources

- Wikipedia
- Code&Coke (Fernando Valdeón)
- Apuntes IES El Grao (Mª Isabel Barquilla?)
- Apuntes IOC (Marcel García)
- Apuntes José Luis Comesaña
- Apuntes IES Luis Vélez de Guevara 17-18 (José Antonio Muñoz Jiménez)