Module 1 - Lecture 1 **Introduction to Tools** 

## WELCOME!

# Spot the difference?





## FILES!

### What is a File System?

- Controls how data is stored and retrieved
- There are many different types
  - Operating systems support specific file systems
  - What are some differences between file systems on MacOS (APFS) and Windows (NTFS)?



## What is a File System?

A collection of:

- Filenames
- Directories
- Metadata



## Working with the File System

#### I need to do:

- Navigate
- Read
- Write
- This can be done using a Graphical User Interface (GUI) like Finder or File Explorer. However, developers often use a Command Line Interface (CLI).

## SHELLS!

### What is a Shell?

A **shell** provides a text-based interface to interact with a computer's operating system.

- Within a shell, you write code that the computer understands. This tells the computer what to do.
- Many tasks in programming are done on the command line because it is more flexible than most GUI interfaces and can be scripted.
- We will be using a very popular shell called bash. For the most part, we will use the shell to work with the file system and Git.

### **Common bash commands**

Changing Directoriescd <directory\_path>

Print Working Directorypwd

List Directory Contents
 Is, Is -al

Moving Files and Directories (also used for renaming)
 mv <old\_path> <new\_path>



### Common bash commands cont....

#### Remove Directory

```
rmdir <directory_path> ** will only work if directory is empty
rm -rf <directory_path>
```

#### Remove File

```
rm <file_path>
```

#### Copying Files and Directories

```
cp <old_path> <new_path>
```

### Making Directories

mkdir <directory\_path>



#### Common bash commands cont....

Making empty file

touch <file\_path>

View contents of a file

cat <file\_path> \*\* displays entire file contents in shell

Clear shell of all text

clear



### **Absolute vs. Relative File Paths**

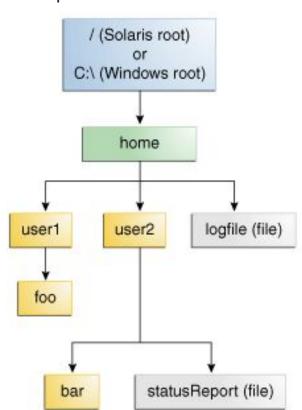
A file path defines where a file or directory is. File paths can be

absolute or relative.

An **absolute** path begins at the root of the file system.

A **relative** path begins where you are.

Paths are relative by default unless you provide an absolute path (begin with the root)



### Miscellaneous shell identifiers

/ represents the root directory when at the beginning of a path. Anywhere else, / is a directory separator.

" is an alias for the absolute path to your home directory (the Student folder) e.g. " is equivalent to /c/Users/Student

• is a reference to the current working directory

.. is a reference to the parent of the current working directory

## Let's Code!

### **Breakout**

There is a file located in "/dir1 named techelevator.txt Your starting location is "/start and your home directory is /c/Users/Student

#### Your task:

- Create a directory named end in your home directory.
- Move the file into the end directory.
- Remove the directory that the file was in initially.
- How did you solve it?



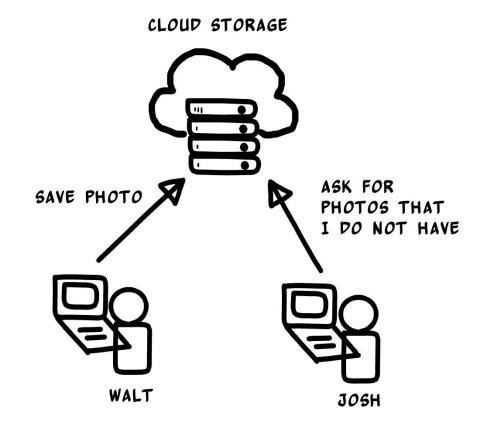
# Git!





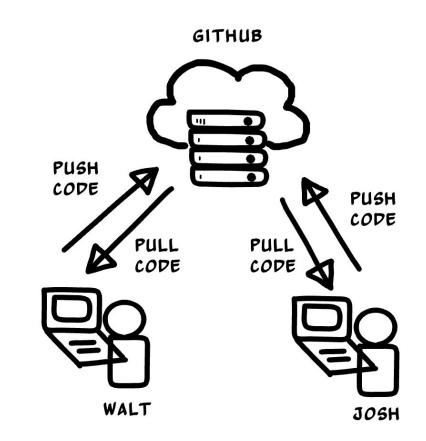


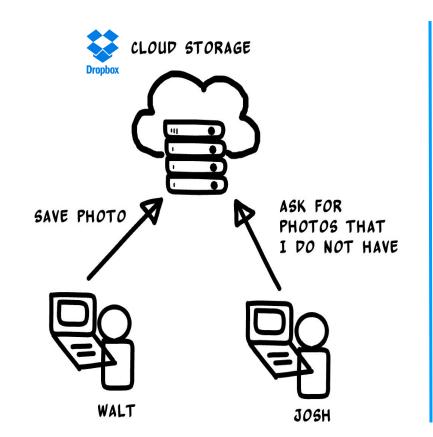
Google Photos

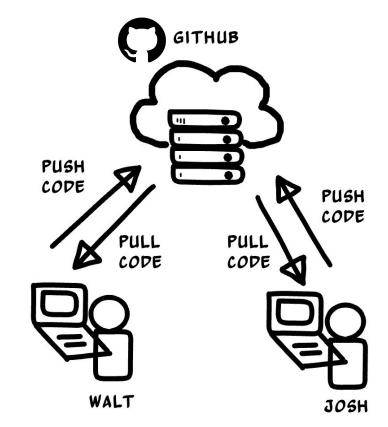












Create a repository on your local computer git init

Copy and track a repository from another location e.g. GitLab
 git clone <location\_of\_remote\_repository>



 Check status of the repository git status

Files or Directories will be in one of the following statuses

- **Untracked** a file or directory that is brand new to the repository.
- Modified a file or directory that is tracked by Git and has been modified, but not yet staged for commit.
- Staged a file that has been staged for commit.
- Committed



#### Stage files

```
git add <file_path_1> ... <file_path_n>
git add <directory_path_1> ... <directory_path_n>
git add .
git add -A
```

#### Commit staged files

git commit -m <message>



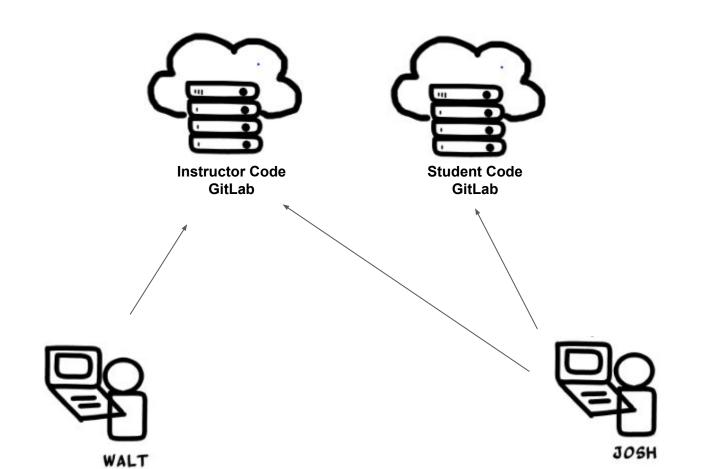
Pull and integrate (merge) changes from remote location
 git pull <remote\_alias> <branch\_name>

Push committed changes to remote location

git push <remote\_alias> <branch\_name>

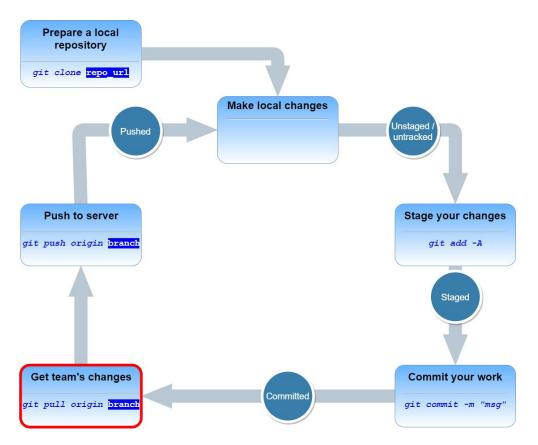


### What is a remote?





### **Git Workflow**



## Let's Code!

## **Mastery and Understanding**

- Our exercises focus on mastery of key concepts.
- Feedback will be provided so you know where you need to improve.
- You must remain at or above an average of 2.0.
- Any work submitted must be your own. We may ask you to explain your code to us!
- Seek out help from your classmates, academic fellows, and instructors!

3 COMPREHENSION (≥ 90% tests pass)

2 COMPETENCE (≥ 50% tests pass)

1 ATTEMPTED (≥ 25% tests pass)

0 NOT ATTEMPTED (or cannot compile)

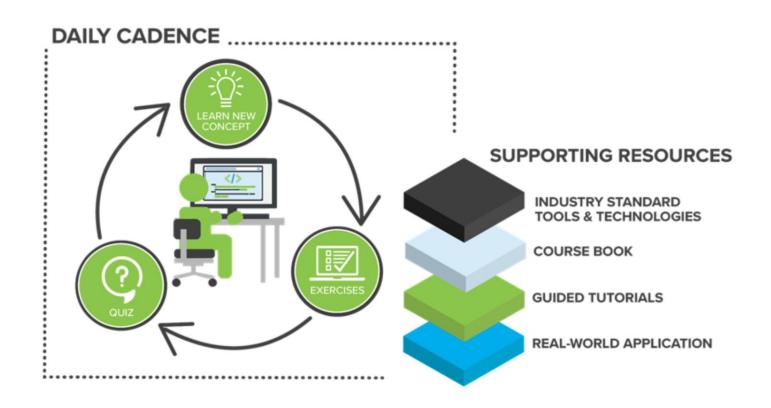


#### **Due Dates**

You will receive exercises daily (almost). You submit your work by pushing to GitLab.

Exercise Given	Exercise Due
Monday	Tuesday 11:59PM
Tuesday	Wednesday 11:59PM
Wednesday	Thursday 11:59PM
Thursday	Sunday 11:59PM
Friday	Monday 11:59PM

Late exercises receive a 0. You may submit late, but the highest possible score is a 2.



#### Your schedule

- 8:55 AM (or earlier) Be in class
- 9:00 AM Class starts
- A little review
- Learn new material
- Attend Pathway event
- Complete homework
- Prepare for tomorrow
  - Read the book on BootcampOS (LMS)
  - Complete tutorials, if available
  - Take quiz on BootcampOS (LMS)
  - REST!



# QUESTIONS?

