

Week 05 Laboratory Sample Solutions

Objectives

- Practising manipulating files with Shell
- Exploring code useful for assignment 1
- Practice using the Git CLI.
- Practice using the GitLab GUI.
- Getting familiar with managing remote Git repositories

Preparation

Before the lab you should re-read the relevant lecture slides and their accompanying examples.

Getting Started

Set up for the lab by creating a new directory called `lab05` and changing to this directory.

```
$ mkdir lab05
$ cd lab05
```

There are no provided files for this lab.

EXERCISE:

Backing Up a File

Write a a POSIX-compatible shell script, **backup.sh** which takes 1 argument, the name of a file.

Your program should create a backup copy of this file.

If the file is named **example.txt** the backup should be called **.example.txt.0** but you should not overwrite any previous backup copies.

So if **.example.txt.0** exists, the backup copy should be called **.example.txt.1** and if **.example.txt.1** also exists it should be called **.example.txt.2** and so on.

For example:

```
$ seq 1 3 > n.txt
$ cat n.txt
1
2
3
$ ./backup.sh n.txt
Backup of 'n.txt' saved as '.n.txt.0'
$ cat .n.txt.0
1
2
3
$ ./backup.sh n.txt
Backup of 'n.txt' saved as '.n.txt.1'
$ ./backup.sh n.txt
Backup of 'n.txt' saved as '.n.txt.2'
$ ./backup.sh n.txt
Backup of 'n.txt' saved as '.n.txt.3'
$ ls .n.txt.*
.n.txt.0
.n.txt.1
.n.txt.2
```

NOTE:

You can assume only ordinary files are present in the current directory.

Make the first line of your shell-script `#!/bin/dash`

You may not use non-POSIX-compatible shell features such as bash extensions.

Your script must work when run by `/bin/dash` on a CSE system.

You are not permitted to rely on the extra features provided by `/bin/bash` or `/bin/sh`.

You can assume anything that works with the version of `/bin/dash` on CSE systems is POSIX compatible.

You may not use Perl, C, Python, or any other language.

When you think your program is working, you can use `autotest` to run some simple automated tests:

```
$ 2041 autotest shell_backup
```

When you are finished working on this exercise, you must submit your work by running `give` :

```
$ give cs2041 lab05_shell_backup backup.sh
```

before **Monday 10 July 12:00 (midday)** (2023-07-10 12:00:00) to obtain the marks for this lab exercise.

SOLUTION:

Sample solution for `backup.sh`

```
#!/bin/dash

# backup a file given as a command line argument
# written by andrewt@unsw.edu.au as COMP(2041|9044) sample solution

for file in "$@"; do

    # go through .file.0 .file.1 .file.2 , ...
    # looking for one that doesn't exist

    suffix=0
    while [ -e ".$file.$suffix" ]; do
        suffix=$((suffix + 1))
    done

    test -f "$file" || continue

    # make the backup

    if cp "$file" ".$file.$suffix"; then
        echo "Backup of '$file' saved as '$file.$suffix'"
    else
        echo "Backup of '$file' failed"
        exit 1
    fi
done
```

EXERCISE:

Shell Programs to Back Up a Directory

Write two POSIX-compatible shell scripts: **snapshot-save.sh** and **snapshot-load.sh**, which saves and restore backups of all the files in the current directory.

snapshot-save.sh

snapshot-save.sh should save copies of all files in the current directory.

snapshot-save.sh should first create a directory named **.snapshot.0** to store the backup copies of the files.

But if **.snapshot.0** already exists, the backup directory should be called **.snapshot.1** and if **.snapshot.1** also exists it should be called **.snapshot.2** and so on.

snapshot-save.sh should ignore files with names starting with **.**

snapshot-save.sh should also ignore itself and snapshot-load.sh (not backup snapshot-save.sh and snapshot-load.sh).

snapshot-load.sh *n*

When **snapshot-load.sh** is called with a first argument of ***n*** it should restore (copy back) the files from snapshot **.snapshot.*n***.

Before doing this it should copy the current version of all files in a new **.snapshot** directory, (using **snapshot-save.sh**)

This is to make sure the user doesn't accidentally lose some work when restoring files. It is always done even if the user wouldn't lose work.

Examples

```
$ ls .snapshot.*/*
ls: cannot access '.snapshot.*/*': No such file or directory
$ echo hello > a.txt
$ ./snapshot-save.sh
Creating snapshot 0
$ ls .snapshot.*/*
.snapshot.0/a.txt
$ echo word > a.txt
$ ./snapshot-load.sh 0
Creating snapshot 1
Restoring snapshot 0
$ ls .snapshot.*/*
.snapshot.0/a.txt
.snapshot.1/a.txt
$ cat a.txt
hello
```

and

```
$ echo hello0 > a.txt
$ echo world0 > b.txt
$ ./snapshot-save.sh
Creating snapshot 0
$ echo hello1 > a.txt
$ echo world1 > b.txt
$ ./snapshot-save.sh
Creating snapshot 1
$ echo hello2 > a.txt
$ echo world2 > b.txt
$ ls .snapshot.*/*
.snapshot.0/a.txt
.snapshot.0/b.txt
.snapshot.1/a.txt
.snapshot.1/b.txt
$ ./snapshot-load.sh 0
Creating snapshot 2
Restoring snapshot 0
$ grep . ?.txt
a.txt:hello0
b.txt:world0
```

NOTE:

Autotest and automarking will run your scripts with a current working directory different to the directory containing the script. The directory containing your submission will be in `$PATH`.

This means running `./snapshot-save.sh` from `snapshot-load.sh` will **not work**, but running `snapshot-save.sh` will **work**.

Make the first line of your shell-scripts `#!/bin/dash`

You may not use non-POSIX-compatible shell features such as bash extensions.

Your script must work when run by `/bin/dash` on a CSE system.

You are not permitted to rely on the extra features provided by `/bin/bash` or `/bin/sh`.

You can assume anything that works with the version of `/bin/dash` on CSE systems is POSIX compatible.

You may not use Perl, C, Python, or any other language.

No error checking is necessary.

When you think your program is working, you can use `autotest` to run some simple automated tests:

```
$ 2041 autotest shell_snapshot
```

When you are finished working on this exercise, you must submit your work by running `give` :

```
$ give cs2041 lab05_shell_snapshot snapshot-save.sh snapshot-load.sh
```

before **Monday 10 July 12:00 (midday)** (2023-07-10 12:00:00) to obtain the marks for this lab exercise.

SOLUTION:

Sample solution for `snapshot-save.sh`

```
#!/bin/dash

if [ $# != 0 ]; then
    echo "Usage: $0" 1>&2
    exit 1
fi

suffix=0
while [ -e ".snapshot.$suffix" ]; do
    suffix=$((suffix + 1))
done

echo "Creating snapshot $suffix"

snapshot_directory=".snapshot.$suffix"
mkdir $snapshot_directory || exit 1

for file in *; do
    if [ -f "$file" -a "$file" != snapshot-save.sh -a "$file" != snapshot-load.sh ]; then
        cp -p "$file" "$snapshot_directory"
    fi
done
```

SOLUTION:

Sample solution for `snapshot-load.sh`

```
#!/bin/dash

if [ $# != 1 ]; then
    echo "Usage: $0 <snapshot-number>" 1>&2
    exit 1
fi

suffix=$1

snapshot_directory=".snapshot.$suffix"

if [ ! -d "$snapshot_directory" ]; then
    echo "Unknown snapshot $suffix" 1>&2
    exit 1
fi

snapshot-save.sh

echo "Restoring snapshot $suffix"

cp -p "$snapshot_directory"/* .
```

EXERCISE:

Creating a new Git repository

Before you can continue, you will need to create your CSE Gitlab account.

You can do this by visiting: <https://nw-syd-gitlab.cseunsw.tech/>, and signing in with your zID and zPass.

Make sure you have the "UNSW" tab selected, not the "Standard" tab.

CSE Gitlab Repository Server

1. Login on the *UNSW* tab using *zid/zpass*

2. For UNSW Username enter your *zid* only, e.g. *z5555555*

3. For password enter your *zpass*
- Your account will be blocked, if you attempt to login on the *Standard* tab
 - When you attempt to login before an account has been created for you, GitLab will automatically create a blocked account for you.
 - An overnight process unblocks blocked account.
 - If after following the above steps, an error similar to this "Could not authenticate you from Ldapmain because..." is displayed at the top, it means your *zpass* has expired even though you can still log into myunsw or teams. You can reset your password at UNSW Identity Manager <https://iam.unsw.edu.au/home>.
 - If there are too many failed login attempts, your gitlab account will be locked for 10 minutes. Wait for the lock to expire before trying to log in again.
 - Do not email ss@cse.unsw.edu.au if you have any issues. You should check on the course forums, if no one has raised the problem you are having, post it there. You could also ask your tutor and your lecturer in that order. As a last resort, you can email meicheng@unsw.edu.au.

UNSW

Standard

UNSW Username

z1234567

Password

.....

☒ Remember me

Sign in

Once logged in, you will need to link an SSH key to your account, in order to have permission to pull / push code in Gitlab.

To link an SSH key, visit: <https://nw-syd-gitlab.cseunsw.tech/-/profile/keys>.

If you have any problems with this, please ask a tutor or make a post on the course forum.

SSH Keys

SSH keys allow you to establish a secure connection between your computer and GitLab.

Add an SSH key

Add an SSH key for secure access to GitLab. [Learn more.](#)

Key

Begins with 'ssh-rsa', 'ecdsa-sha2-nistp256', 'ecdsa-sha2-nistp384', 'ecdsa-sha2-nistp521', 'ssh-ed25519', 'sk-ecdsa-sha2-nistp256@openssh.com', or 'sk-ssh-ed25519@openssh.com'.

Title

Example: MacBook key

Key titles are publicly visible.

Expiration date

dd / mm / yyyy

Key can still be used after expiration.

Add key

To start working on a new project, you'll first have to create a new remote Git repository.

To create a new repository go to the GitLab [dashboard](#).

You should find a blue **New project** button in the upper right-hand corner, where you can create your new repository!

Choose the option to create a blank repository.

Choose a **name** for your project, give it a **project description**, and set the **visibility level** to **private**.

Make sure to leave "Initialize repository with a README" option **unchecked**.

We will be manually adding a README file in a later exercise.

Once you're done, hit the **Create project** button, and have a look around your new Git repository!

Take note of the URL used to access your project -- you will need to pass this to 2041 autotest .

Now that you have a GitLab project, we can add files to it.

On your local machine, create a new git repository

```
$ git init <repository name>
$ cd <repository name>
# The git repository name doesn't have to be the same as the GitLab project name
# But it's generally a good idea to keep them similar
```

Link your local git repository to your remote GitLab project.
(Look for the blue "Clone" button on GitLab, to get your SSH URL.)

```
$ git remote add origin <SSH URL>
```

Now you can add some files

```
$ echo "Hello Git" > my_first_git_file.txt
```

Next: `add` , `commit` , and `push` your files

Check back on GitLab to see if your files have appeared.
(You might have to refresh the page)

You can now run `autotest` to make sure everything has worked correctly.

NOTE:

Use the following command to run `autotest` :

```
$ 2041 autotest gitlab_new_repo <repo-url>
```

DANGER:

The autotest and submission instructions below are not correct for this activity.

Simply running `autotest` is all that is needed to receive marks for this activity.

To get marks for this activity your project must exist.

Don't delete your project until the end of the trimester, after that you are free to delete it if you wish.

When you think your program is working, you can use `autotest` to run some simple automated tests:

```
$ 2041 autotest gitlab_new_repo
```

When you are finished working on this exercise, you must submit your work by running `give` :

```
$ give cs2041 lab05_gitlab_new_repo gitlab_new_repo.c
```

before **Monday 10 July 12:00 (midday)** (2023-07-10 12:00:00) to obtain the marks for this lab exercise.

EXERCISE:

Creating a new Gitlab issue

Now we will create an **issue** to track your progress.

Programming to solve issues is a very common practice in industry, and is something you will likely need to do after you leave UNSW.

To create an issue, you must navigate to your GitLab repository you created in the previous exercise,
Enter the **Issues** section on the left sidebar.

You will then find a **New issue** button to get started.

Your first task will be to give your issue an appropriate title.

In this Gitlab project, you're going to write a program that is completely up to you!

Decide on a simple task for yourself to implement in **Shell**.

Once you've decided on a task,
make the **title** of your issue reflect the fact that you are going to implement this task,
and describe your task and what you want to accomplish in the **description** section.

Assign the task to yourself,

modify any other options as you would like,

(Like GitLab Milestone and Labels)

and finally create the issue.

Back on your local machine, implement the simple shell script you've decided on.

Once you've implemented the task, `add` , `commit` , and `push` your code.

Return to GitLab and check your file has appeared.

Once your file is on GitLab, return to your issue and close it.

Optionally, you can add a comment to your issue.

You can now run `autotest` to make sure everything has worked correctly.

NOTE:

Use the following command to run `autotest` :

```
$ 2041 autotest gitlab_create_issue <repo-url>
```

DANGER:

The autotest and submission instructions below are not correct for this activity.

Simply running `autotest` is all that is needed to receive marks for this activity.

To get marks for this activity your project must exist.

Don't delete your project until the end of the trimester, after that you are free to delete it if you wish.

When you think your program is working, you can use `autotest` to run some simple automated tests:

```
$ 2041 autotest gitlab_create_issue
```

When you are finished working on this exercise, you must submit your work by running `give` :

```
$ give cs2041 lab05_gitlab_create_issue gitlab_create_issue.c
```

before **Monday 10 July 12:00 (midday)** (2023-07-10 12:00:00) to obtain the marks for this lab exercise.

EXERCISE:

Creating a new Git Branch

Pushing Code directly to the default branch of a remote repository is generally considered a bad idea.

The default branch is the first branch that anyone looking at your repository will see, and the code that will be cloned.

You should always try to keep the code on the default branch clean, commented, tested, and functional.

When developing a new feature, you should always create a new branch.

Once the new feature is complete, you can then merge it into the default branch.

In your local repository create a new branch with `git branch <branch-name>` .

Then checkout the new branch with `git checkout <branch-name>`

You can also use `git checkout -b <branch-name>` to do both steps at once.

Now that you are on your new branch, you can start working on your new feature.

This feature can be whatever you want it to be.

You can create a new file, modify an existing file, or both!

Once your new feature is complete you should `add` , `commit` , and `push` .

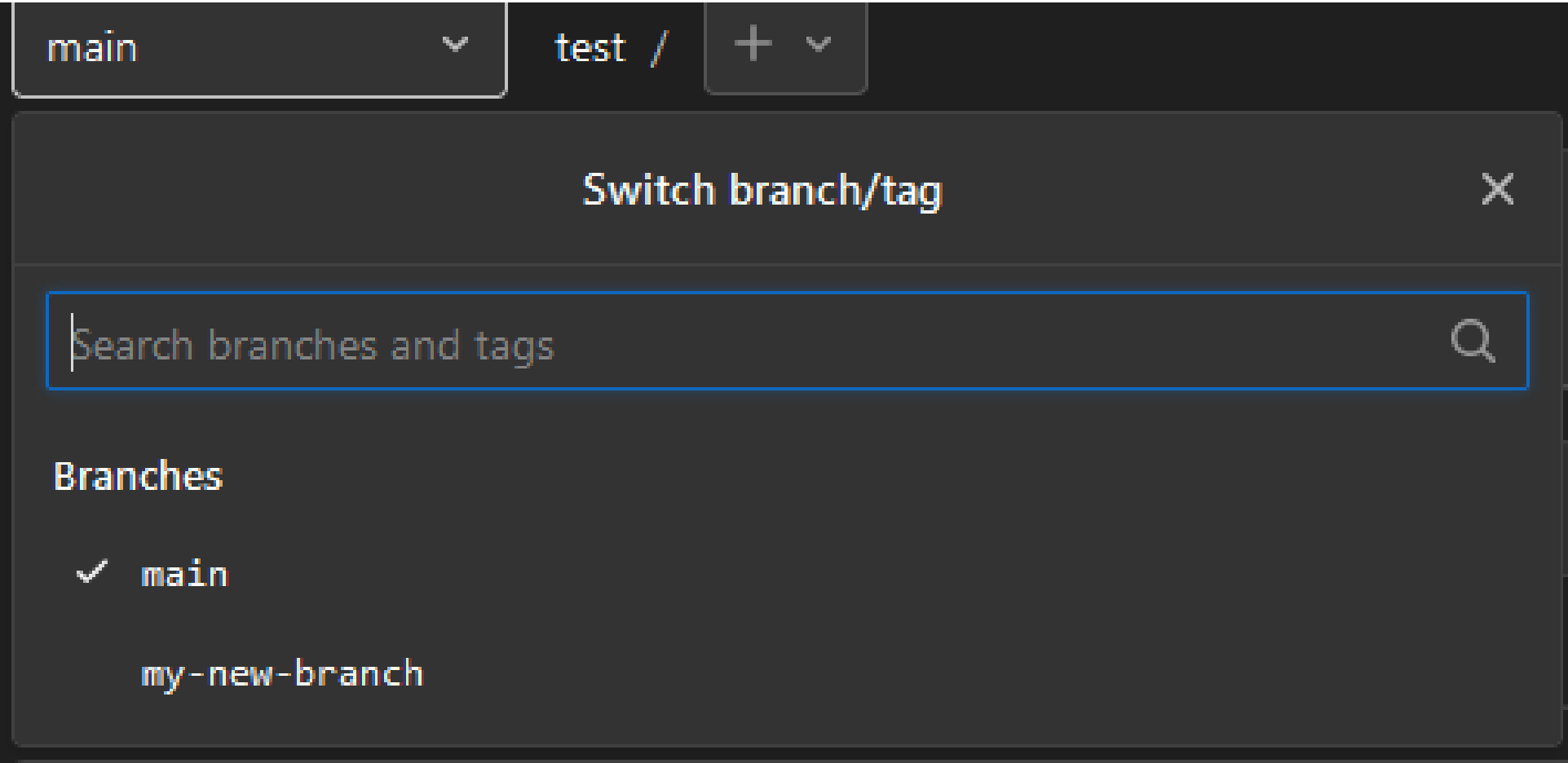
When you `push` , git will ask you to link your local branch to the remote repository.

Simply copy the command provided by git.

Back on GitLab, nothing should look like it has changed.

Because you are viewing the default branch, and your feature was added to a different branch.

Near the top left of the page you can find the meanu to swap branches.



Select your new branch and you will see your new feature.

All that is left is to merge your feature into the default branch.

This can be done on the command line with `git merge`

But GitLab an another option, a **Merge Request**

To create an merge request, you must navigate to your GitLab repository you created in the previous exercise, Enter the **Merge requests** section on the left sidebar.

You will then find a **New merge request** button to get started.

Select your feature branch as the Source branch, and your default branch as the Target branch

Now click the **Compare branches and continue** button.

Similar to the **issue** we previously created, make the **title** of your merge request reflect the feature you have implemented, and describe your task and what you have accomplished in the **description** section.

WARNING:

Make you you untick the **Delete source branch** checkbox.

Assign the merge request to yourself,
modify any other options as you would like,
(Like GitLab Milestone and Labels)
and finally create the merge request.

Once the merge request is created, you can optionally approve it.
Once you are happy with the merge request, you can merge it into your default branch.
Optionally, you can add a comment to your merge request.

You can now run `autotest` to make sure everything has worked correctly.

NOTE:

Use the following command to run `autotest` :

```
$ 2041 autotest gitlab_new_branch <repo-url>
```

DANGER:

The autotest and submission instructions below are not correct for this activity.
Simply running `autotest` is all that is needed to recive marks for this activity.
To get marks for this activity your project must exist.
Don't delete your project until the end of the trimester, after that you are free to delete it of you wish.

When you think your program is working, you can use `autotest` to run some simple automated tests:

```
$ 2041 autotest gitlab_new_branch
```

When you are finished working on this exercise, you must submit your work by running `give` :

```
$ give cs2041 lab05_gitlab_new_branch gitlab_new_branch.c
```

before **Monday 10 July 12:00 (midday)** (2023-07-10 12:00:00) to obtain the marks for this lab exercise.

EXERCISE:

Documenting your Gitlab repository

You now have made a successful Gitlab project, with your own code!

However, other members of the open source community may want to read some documentation before diving into your project.

Learn how to use markdown to document your project

(eg. <https://www.markdowntutorial.com/> -- approx. 10 minute tutorial).

(and Optionally [GitLabs Markdown documentation](#) for more advanced features).

Create a file **README.md** in the root directory of your project,
with overall documentation about the project, including at least:

- A title for your project
- The authors of the project (currently just you)
- What your project aims to do
- Which programming languages and tools it uses, and corresponding URLs to their documentation

You should use at least these markdown features:

- A heading
- Bolded text
- Italicised text
- A markdown link (see: <https://www.markdownguide.org/basic-syntax/#links>)

Create an **INSTALL.md** in the root directory of your project.

Explaining to a completely new user how they can install / run the project.

This should include how they can clone your Git repository, and execute any commands necessary to run your project.

It must be formatted in Markdown, but does not have any requirements on features that you must use.

Now that your project is all set up, it's time to choose an open-source license.

Open-source licenses allow you to dictate how the broader community is allowed to use your code, and restrictions on what can and can't be done with it.

Each license has different permissions, conditions, and limitations - so be sure to understand the implications on your project before selecting one.

Visit the website <https://choosealicense.com/licenses/>, and choose an open-source license for your project to use.

There are no correct or incorrect licenses, so feel free to choose whichever one you believe is best for your project. For a full list of the most popular open-source licenses,

Once you have decided on a license, copy the contents of the license text, and paste it into a new file in your project called **LICENSE**. This will make it clear to other developers how your project is licensed.

Now that you have your three files *README.md*, *INSTALL.md*, and *LICENSE*.

`add` , `commit` , and `push` the files.

Optionally you can also add other common files like *CONTRIBUTING.md* and *CHANGELOG* to your project.

You can now run `autotest` to make sure everything has worked correctly.

NOTE:

Use the following command to run `autotest` :

```
$ 2041 autotest gitlab_document_code <repo-url>
```

DANGER:

The autotest and submission instructions below are not correct for this activity.

Simply running `autotest` is all that is needed to receive marks for this activity.

To get marks for this activity your project must exist.

Don't delete your project until the end of the trimester, after that you are free to delete it if you wish.

When you think your program is working, you can use `autotest` to run some simple automated tests:

```
$ 2041 autotest gitlab_document_code
```

When you are finished working on this exercise, you must submit your work by running `give` :

```
$ give cs2041 lab05_gitlab_document_code gitlab_document_code.c
```

before **Monday 10 July 12:00 (midday)** (2023-07-10 12:00:00) to obtain the marks for this lab exercise.

Submission

When you are finished each exercise make sure you submit your work by running `give` .

You can run `give` multiple times. Only your last submission will be marked.

Don't submit any exercises you haven't attempted.

If you are working at home, you may find it more convenient to upload your work via [give's web interface](#).

Remember you have until **Week 7 Monday 12:00:00 (midday)** to submit your work.

You cannot obtain marks by e-mailing your code to tutors or lecturers.

You can check the files you have submitted [here](#).

Automarking will be run by the lecturer several days after the submission deadline, using test cases different to those `autotest` runs for you. (Hint: do your own testing as well as running `autotest` .)

After automarking is run by the lecturer you can [view your results here](#). The resulting mark will also be available [via give's web interface](#).

Lab Marks

When all components of a lab are automarked you should be able to view the marks [via give's web interface](#) or by running this command on a CSE machine:

```
$ 2041 classrun -sturec
```

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at the [University of New South Wales](#), Sydney.

For all enquiries, please email the class account at cs2041@cse.unsw.edu.au

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