Comment partager votre code...

avec Git / GitHub

OBJECTIFS

- Introduction à git
- Introduction à GitHub
- Créer votre propre dépôt et pousser en ligne
- Partagez votre dépôt avec le professeur et le(s) TA
- Utilisez des feature-branch et pull requests (PR) pour pousser les modifications

INTRO AT GIT

- Git Handbook
 - https://guides.github.com/introduction/git-handbook/
- Git CheatSheet
 - https://github.github.com/training-kit/downloads/github-git-cheat-sheet/
- Git Branching
 - https://learngitbranching.js.org/
- Tutoriel GitHub
 - https://lab.github.com/githubtraining/introduction-to-github
- GitHub Backpack
 - https://education.github.com/pack

Votre propre répo

- Assurez-vous que git est installé localement (devrait être disponible sur votre compte de laboratoire)
- Créer un nouveau dépôt appelé
 - seg3503_playground
- Créer et commettre un README.md
 - https://gist.github.com/jxson/1784669

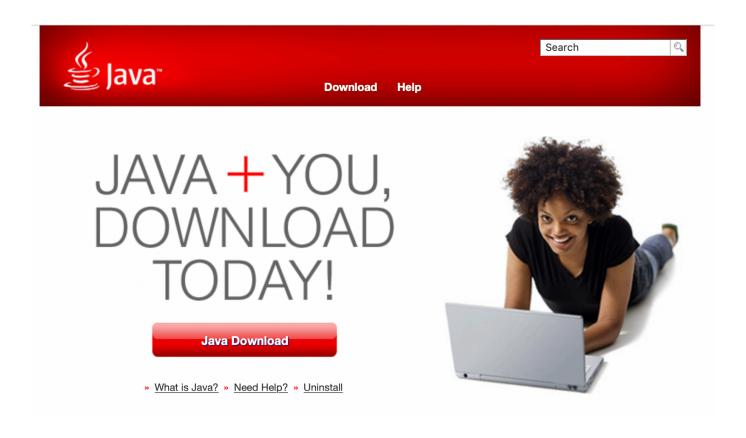
GITHUB

- Créer un compte avec GitHub
 - https://guides.github.com/activities/hello-world/
- Poussez votre dépôt vers GitHub
 - seg3503_playground
- Faites une mise à jour de votre fichier README.md
- Commettre et poussez vers GitHub

AUTRES RESSOURCES / ARTICLES

- My Git Workflow (Article)
 - https://blog.osteele.com/2008/05/my-git-workflow/
- git rebase -i HEAD~25 (Video)
 - https://www.youtube.com/watch?v=V53cpDt2dr0
- GitHub Actions (Article)
 - https://www.bytesized.xyz/github-actions-tutorial
- How to undo (almost) anything with Git (Article)
 - https://github.blog/2015-06-08-how-to-undo-almost-anything-with-git/

ENV. JAVA



https://java.com/

```
[08:14 /tmp/newmath_java $ ./bin/run
Newmath (type 'exit' to exit program)
Numerator: 10
Demoninator: 5
10 / 5 = 2
Numerator: 20
Demoninator: 3
20 / 3 = 6
Numerator: exit
```

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ENV JUNIT



https://junit.org/junit5/

SEG 3x03 LAB 01 - GIT ET GITHUB

```
[08:14 /tmp/newmath_java $ ./bin/test
Thanks for using JUnit! Support its development at https://junit.org/sponsoring
   JUnit Jupiter ✓

    NewmathTest ✓

       — div_ok() ✔
        - div_by_zero() 🗸
   JUnit Vintage ✓
Test run finished after 31 ms
          3 containers found
          0 containers skipped
          3 containers started
          0 containers aborted
          3 containers successful 1
          0 containers failed
          2 tests found
          0 tests skipped
          2 tests started
          0 tests aborted
          2 tests successful
          0 tests failed
```

ENV ELIXIR (+ EXUNIT)



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Elixir is a dynamic, functional language for building scalable and maintainable applications.

Elixir leverages the Erlang VM, known for running low-latency, distributed, and fault-tolerant systems. Elixir is successfully used in web development, embedded software, data ingestion, and multimedia processing, across a wide range of industries. Here is a peek:

```
iex> "Elixir" |> String.graphemes() |> Enum.frequencies()
%{"E" => 1, "i" => 2, "l" => 1, "r" => 1, "x" => 1}
```

Check our <u>getting started guide</u> and our <u>learning page</u> to begin your journey with Elixir. Or keep scrolling for an overview of the platform, language, and tools.

News: Elixir v1.11 released

Search...

OFFICIAL CHANNELS

- Source code & Issues tracker
- #elixir-lang on freenode IRC
- @elixirlang on Twitter



```
[08:36 /tmp/newmath_ex $ ./bin/run
Erlang/OTP 23 [erts-11.1.7] [source] [64-bit] [smp:8
Interactive Elixir (1.11.4) - press Ctrl+C to exit (1ex(1) > NewmathEx.div(5,2)
{:ok, 2.5}
[iex(2) > NewmathEx.div(5,0)
{:error, "Cannot divide by zero"}
iex(3) > []
```

```
08:37 /tmp/newmath_ex $ ./bin/test
Finished in 0.03 seconds
1 doctest, 2 tests, 0 failures
Randomized with seed 617712
```

SOUMISSION

- Git + GitHub Répo
- Partagez votre dépôt avec le professeur et le(s) TA
- Code de Java + Junit
- Code Elixir
- README.md
 - Instructions pour executer votre code
 - Screenshots pour *prover* que tu peux executer le code
 - Java, Junit,
 - Elixir, ExUnit