



## HZBRL

Let's spend some quality time so that you won't have to pursue farming. . .

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## Why are we here???



Figure: what and why...??? [1]



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## Lets Start: Why Ho Zo Bo Ro Lo (Khichuri) I

- ▶ No specific goals
- ▶ Includes many things that you should know
- ▶ Acadeemia/Teachers won't teach you
- ▶ Will try to practice
- ▶ stop me AND ASK QUESTIONS
- ▶ I AM HERE TO ASSIST YOU
- ▶ Needs TIME! (almost 3-4 hours)
- ▶ Attention Please...
- ▶ Avoid sufferings in the long run



## Roadmap: How to become a/an ???

- ▶ <https://roadmap.sh/>
- ▶ <https://roadmap.sh/frontend>
- ▶ <https://roadmap.sh/frontend/projects>
- ▶ <https://roadmap.sh/backend>
- ▶ <https://roadmap.sh/backend/projects>
- ▶ <https://roadmap.sh/full-stack>

## How Things Start (Bootloader & OS): The First Spark I

- ▶ **BIOS/UEFI:** The very first code that runs when you press the power button.
- ▶ **Bootloader (GRUB/Windows Boot Manager):**
  - ▶ Small program that loads the OS into memory.
  - ▶ **GRUB:** Common in Linux, allows you to choose between different Kernels or OSs.
- ▶ **The Kernel:** Once loaded, it takes over the hardware.

## Files & Hierarchies: Text vs Binary I

- ▶ **Text Files:** Readable by humans (C++ source, Python scripts, .txt). Encoded in ASCII/UTF-8.
- ▶ **Binary Files:** Compiled programs, images, videos. Looks like "garbage" if opened in Notepad.
- ▶ **The "Extension" Lie:**
  - ▶ Extensions (.exe, .png, .cpp) are just hints for the OS.
  - ▶ **Demo:** Rename `script.py` to `script.txt`. It still contains the same data!
  - ▶ Changing a .docx to .zip and opening it (it's actually a collection of XMLs!).

# Files & Hierarchies: Directory Hierarchy I

## Windows (Drive-based)

- ▶ C:\ (Root)
- ▶ C:\Windows (System)
- ▶ C:\Users\Name (Home)
- ▶ Backslashes \

## Linux (Root-based)

- ▶ / (Root)
- ▶ /bin, /etc, /home
- ▶ Everything is a file!
- ▶ Forward slashes /



## Under the Hood (Compilation & Execution): How Code Actually Runs

### ► The Translation Pipeline:

#### The Path

Source Code (text file) → Assembly → Machine Code (saved as Binary in SSD)

### ► How Compiled Code Works:

#### Simple Execution Path

SSD (Secondary Memory) → RAM (Primary Memory) → CPU

- **Analogy:** Python is like a high-level recipe; Assembly is the specific muscle movements the chef makes.
- **Assembly Transmission:** How C or C++ looks like when stripped down to 'MOV', 'ADD', and 'PUSH' instructions.

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# 1. The High-Level Concept (Python)

```
1 a = 5
2 b = 4
3 c = a + b
4 print(c) # Simple and readable
5
```

Listing 1: Python code for sum and print

- **Abstraction:** We don't care about memory addresses.
- **Interpreter:** Python handles the "translation" on the fly.

## AMD64 Architecture: Addition + Print (Linux Syscall) I

```
1 section .bss
2     digit resb 2          ; Reserve 2 bytes for the character + newline
3 section .text
4     global _start
5 _start:
6     ; 1. Perform Math
7     mov rax, 5
8     mov rbx, 4
9     add rax, rbx          ; RAX = 9
10
11     ; 2. Convert Integer to ASCII
12     ; ASCII '0' is 48. To get '9', we add 48 to the integer 9.
13     add rax, 48
14     mov [digit], al      ; Store the lower 8 bits (the char) into memory
15     mov byte [digit+1], 10 ; Add a newline character (\n)
16
```

## AMD64 Architecture: Addition + Print (Linux Syscall) II

```
17 ; 3. Syscall: sys_write (Print to Screen)
18 mov rax, 1 ; Syscall number for write
19 mov rdi, 1 ; File descriptor (stdout)
20 mov rsi, digit ; Address of our buffer
21 mov rdx, 2 ; Number of bytes to print
22 syscall
23
24 ; 4. Syscall: sys_exit (Clean Exit)
25 mov rax, 60 ; Syscall for exit
26 xor rdi, rdi ; Return code 0
27 syscall
28
```

Listing 2: AMD64 Architecture Assembly Code (what is actually happening inside your laptop)

## Intel 8086: Addition + Print (16-bit)

```
1  MOV  AX, 5
2  MOV  BX, 4
3  ADD  AX, BX      ; AX = 9
4
5  ; --- Printing Logic (Single Character) ---
6  ADD  AX, 48      ; Convert integer 9 to ASCII '9' (48 is '0')
7  MOV  DL, AL      ; Move result to DL (Data Register)
8  MOV  AH, 02h     ; Function 02h of INT 21h is "Display Character"
9  INT  21h         ; Call DOS interrupt to print
10
```

Listing 3: Assembly code for Intel-8086 (Technology of 1978)



## The Final Layer: Assembly vs. Machine Code

### Human-Readable (ASM)

```

1 MOV AX, 5
2 MOV BX, 4
3 ADD AX, BX
4
5 ; Printing Logic
6 ADD AX, 48
7 MOV DL, AL
8 MOV AH, 02h
9 INT 21h

```

### Computer-Readable (Binary)

```

1 10111000 00000101 00000000
2 10111011 00000100 00000000
3 00000001 11011000
4
5
6 00000101 00110000 00000000
7 10001000 11000010
8 10110100 00000010
9 11001101 00100001

```

- Why CPU Architecture matters?
- Why OS Matters?

## The Final Layer: Assembly vs. Machine Code

### Human-Readable (ASM)

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1 MOV AX, 5
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### Computer-Readable (Binary)

```
1 10111000 00000101 00000000
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7 10001000 11000010
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9 11001101 00100001
```

- Why CPU Architecture matters?
- Why OS Matters?

## Under the Hood (Compilation & Execution): The Life of a Process (Live Demo Idea) I

- ▶ **The Infinite Loop:** Write a 3-line Python script that does `while True: pass`.
- ▶ **Observation:** Run it and show the CPU spike in Task Manager or htop.
- ▶ **The "Kill" Command:**
  - ▶ Show how to find the **PID** (Process ID).
  - ▶ Demonstrate killing it via CLI: `kill -9 <PID>` (Linux/Mac) or `taskkill /F /PID <PID>` (Windows).
- ▶ **Lesson:** Code isn't just text; once it runs, it's a living process managed by the OS.

## The Gateway (CLI & Shells): Navigation 101 I

- ▶ **Where am I?** `pwd` (Linux) or `cd` (Windows - no args).
- ▶ **Moving around:**
  - ▶ `.` → Current directory.
  - ▶ `..` → Parent directory.
  - ▶ `cd ..` → Go up one level.
  - ▶ `cd ../../` → Go up two levels.
  - ▶ `./myscript.sh` → Run something *here*.
- ▶ **Paths:**
  - ▶ **Absolute:** From the root (`/home/user/doc` or `C:\Users\Doc`).
  - ▶ **Relative:** From where you are right now (`../images/photo.jpg`).

## The Gateway (CLI & Shells): CLI Parameters & Execution I

- ▶ **Arguments/Flags:** Programs aren't just names; they take instructions.
  - ▶ `ping 8.8.8.8` (Argument: IP)
  - ▶ `ping -h` or `ping --help` (Flag: show help)
- ▶ **CLI vs. Double-Click:**
  - ▶ Double-click: OS opens a "shell-less" window. If a program just prints and exits, the window disappears instantly!
  - ▶ CLI: The shell stays open, so you can see the `stdout` (output) and `stderr` (errors).

## The Gateway (CLI & Shells): How GUI Actually Works I

- ▶ **The Event Loop:** GUI programs don't just "run and end"; they "listen."
- ▶ *"Is the mouse clicked?" → "No" → "Wait" → "Is the mouse clicked?"*
- ▶ **Layers:** Hardware → Kernel → Window Manager (X11/Wayland/DWM) → Toolkit (GTK/Qt/Win32) → Your App.

## The Gateway (CLI & Shells): The "Cherno" Style Practice I

- ▶ **The OS as a Middleman:** Explain that the CLI is just a way to talk to the OS Kernel without a "pretty" UI.
- ▶ **Shell vs. Terminal:**
  - ▶ **The Shell:** The logic (Bash, Zsh, PowerShell).
  - ▶ **The Terminal:** The window that displays it.
- ▶ Move through the file system using *only* the keyboard.
- ▶ `cd, ls / dir, mkdir, rm -rf` (with a warning!).
- ▶ **Challenge:** Create a project folder, a virtual env, and a python file without touching the mouse once.



## The Gateway (CLI & Shells): Choosing Your Flavor (Multiple CLIs) I

- ▶ **Bash:** The industry standard (Linux/macOS).
- ▶ **Zsh:** Bash but "prettier" (Default on modern Macs).
- ▶ **Fish:** The "friendly" shell with auto-suggestions.
- ▶ **PowerShell:** The powerhouse for Windows (Object-oriented).



## C/C++: Deep Dive: Compilers I

- ▶ **What is a Compiler?** It translates high-level C++ to Machine Code.
- ▶ **The "Big Three":**
  - ▶ **GCC (GNU):** The Linux standard.
  - ▶ **Clang (LLVM):** Great error messages, used by Apple/Google.
  - ▶ **MSVC:** The Windows (Visual Studio) standard.
- ▶ **CLI Compilation:**
  - ▶ `g++ main.cpp -o myapp`
  - ▶ `./myapp`

# C/C++: Deep Dive: Headers & Preprocessors I

## ► What is a Header (.h/.hpp)?

- A promise to the compiler: "I will define this function later, just trust me for now."
- **The Chernobyl's Guide:** <https://youtu.be/9RJTQmKOYPI> (Watch this!)

## ► **#include:** Literally "Copy and Paste" the content of that file here.

## ► **#define:** A search-and-replace tool.

```
1 #define PI 3.1415
2 #define LOG(x) std::cout << x << std::endl;
3
```

## C/C++: Deep Dive: Communication with Code (Argc/Argv) I

```
1 int main(int argc, char* argv[]) {  
2     // argc = number of arguments  
3     // argv = the list of strings  
4     printf("Program Name: %s\n", argv[0]);  
5     if (argc > 1) {  
6         printf("First Argument: %s\n", argv[1]);  
7     }  
8     return 0;  
9 }  
10
```

Listing 4: How code sees CLI arguments



## C/C++: Deep Dive: Build Tools (Why CMake?) I

- ▶ **The Problem:** Compiling 1000 files manually with g++ is impossible.
- ▶ **The Solution:** CMake / QMake.
- ▶ They don't compile code; they *generate* instructions (Makefiles/Project Files) on how to compile.

### CMake Example

```
add_executable(MyApp main.cpp utils.cpp)
```

## C/C++: Deep Dive: GUI in C (GTK Example) I

```
1 #include <gtk/gtk.h>
2
3 int main(int argc, char *argv[]) {
4     gtk_init(&argc, &argv);
5     GtkWidget *window = gtk_window_new(GTK_WINDOW_TOPLEVEL);
6     gtk_window_set_title(GTK_WINDOW(window), "Hello HZBRL!");
7     g_signal_connect(window, "destroy", G_CALLBACK(gtk_main_quit),
8 NULL);
9     gtk_widget_show(window);
10    gtk_main();
11    return 0;
12 }
```

Listing 5: Simple GTK Window

## C/C++: Deep Dive: GUI in C (GTK Example) II

- ▶ **Docs:** <https://docs.gtk.org/>
- ▶ Notice how it uses `argc/argv` and an "Event Loop" (`gtk_main()`).

## The Engine Room (Fundamentals): Structuring Code I

- ▶ **What is an Interpreter?** Explain how Python reads code line-by-line vs. all at once.
- ▶ **Compiler vs. Interpreter:** Use a simple analogy (Translating a book beforehand vs. having a live translator at a meeting).
- ▶ **Python Bytecode (.pyc):** Briefly mention that Python actually compiles to bytecode before interpreting (e.g., `--pycache--`).
- ▶ **Built-in Libraries:** What comes "out of the box" (e.g., `math`, `os`, `random`).
- ▶ **Packages & External Libraries:** Code written by others (e.g., `requests`, `numpy`).
- ▶ **The `import` Statement:**
  - ▶ **Import at Top:** Standard practice (readability, dependency checking).
  - ▶ **Import inside functions:** When to use it (preventing circular imports or saving memory).

## The Ecosystem (Pip & Venv): Virtual Environments (The "Silo" Concept) I

- ▶ **What is Pip?** The "App Store" for Python.
- ▶ **Requirements.txt:** Crucial for sharing project dependencies with others.
- ▶ **Why use them?** Explain "Dependency Hell" (e.g., Project A needs v1.0, Project B needs v2.0).
- ▶ **Creating & Activating:**
  - ▶ **CLI:** `python -m venv .venv` and `source bin/activate`.
  - ▶ **PyCharm UI:** How to point the "Project Interpreter" to a specific environment.
- ▶ **Environment Variables & PATH:** Why typing `python` in the terminal sometimes results in "command not found."



## Distributions & Specialized Tools: Deployment I

- ▶ **Anaconda vs. Miniconda:**
  - ▶ **Anaconda:** The "Everything included" (3GB+) version.
  - ▶ **Miniconda:** The "DIY" version (Preferred by most pros).
- ▶ **Why Conda?** It manages non-python dependencies (like C++ libraries or CUDA for AI) better than Pip.
- ▶ **Compiling to Executable:** Mention tools like PyInstaller or Nuitka.
- ▶ **Bundling:** Explain that this "bundles" the interpreter so the user doesn't need to install Python.

## The Data Science & AI Workflow: Hardware for AI (The GPU Question) I

- ▶ **Jupyter Notebooks:** Explain the `.ipynb` format—running code in "cells" instead of one big script.
- ▶ **Google Colab:** "Jupyter in the Cloud." Explain that it's a VM (Virtual Machine) provided by Google.
- ▶ **Why GPU is important?**
  - ▶ **CPU:** A few smart people doing complex math (Serial).
  - ▶ **GPU:** Thousands of average people doing simple math simultaneously (Parallel).
- ▶ **Why are they expensive?** High demand for AI, specialized VRAM, and manufacturing complexity.

## Infrastructure (Virtual Terminals & Cloud): Virtual Terminals (The "Azure Experience") I

- ▶ **What is it?** It's not a physical computer; it's a terminal window connected to a server thousands of miles away.
- ▶ **The "Gist":** You are sending text commands over the internet, the remote OS executes them, and sends the text output back to you.
- ▶ **Why it matters:** This is how 99% of professional Python code is deployed (Servers, Cloud Functions, Bots).

## Environment Management (The Practical Side): Python Environment Deep Dive I

- ▶ **Import Logic:** Why `import` goes at the top (readability/PEP8) vs. inside a function (lazy loading/avoiding circular dependencies).
- ▶ **The Path Variable:** When you type `python`, the CLI looks through a list of folders (the `PATH`) to find the executable.
- ▶ **Package Managers:** `Pip` (Python specific) vs. `Conda` (System-wide library management).

# Image Sources I



PlanetF1.

George russell leads leaving pits hungary, 2021.

URL: <https://www.planetf1.com/news/george-russell-surprised-hungary-tears>.