0. Introduction

2021.03.04.
SWPP Practice Session
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Schedule

- 1주차: intro / preliminaries

- 2주차: Git

- 3주차~: LLVM 및 프로젝트 관련

- 프로젝트 시작: 4월 중순~말

Development Environment

- Command line (terminal) is essential!

  google "command line tutorial"

- Windows: WSL (Windows Subsystem for Linux)

  https://docs.microsoft.com/en-us/windows/wsl/install-win10

- Linux: Ubuntu 20.04 LTS is recommended

  https://ubuntu.com/

- OS X

  caution: do not use locations with iCloud synchronization on

Development Environment

- Visual Studio Code (C++ IDE)
  https://code.visualstudio.com/

  - Interactive & fast (e.g. when you want to locate a class)

  - On Linux/Mac: Download & execute

  - On Windows Subsystem for Linux: run "code ."

  - Install C/C++ extension

  - For faster browsing, you'll need to update include directory
    (#include will be underlined as red; please click it)

- For server users

  - VSCode remote development
    https://code.visualstudio.com/docs/remote/remote-overview

  - tmux (terminal multiplexer)
    https://github.com/tmux/tmux/wiki

Sign Up GitHub

- A web service for collaboration
  https://github.com/

- Sign up and let us know GitHub username
  (~ 03.07):
  https://github.com/snu-sf-class/swpp202101/issues/2

Build LLVM

- LLVM (low level virtual machine)

  An open source compiler infrastructure

- Try build LLVM!

  https://github.com/snu-sf-class/swpp202101/blob/master/BuildLLVM.md

- See if you need a laptop (~ 03.14):

  https://github.com/snu-sf-class/swpp202101/issues/3