

4002-XXX
Software Development on Linux Systems
Exam and Practical

Name: _____ Section: _____

Part 1 Matching:**Match the terms on the left to their definitions on the right**

1. Libre _____

A. Free as in Freedom
No Restrictions; Free to use, modify & distribute

2. Gratis _____

B. Free as in Beer
No price; Not free to use, modify & distribute

Match the terms on the left to their definitions on the right

Licenses

Definitions

3. GPL _____

A. Distribute with proprietary software as long as open source code is attributed; No implication you wrote the code or that it was endorsed by the foundation that made this license

4. LGPL _____

B. Distribute with proprietary software as long as open source code is attributed; No implication of open source developers, organization or software endorsement

5. Apache _____

C. Distribute modified code as long as derivative is compatible with the original license; No linking to proprietary software

6. BSD _____

D. Distribute modified code if license is compatible with original; Distribute with proprietary software as long as open source code is included with license; Grants patent rights code under a patent

7. CDDL _____

E. Distribute modified software as long as the open source code is included with its license; Distribute with software of any license as long as the open source code is included with its license

8. Eclipse _____

F. Distribute modified source code as long as derivative is compatible with the original license; Can link with proprietary software, but all changes must be provided under original license

9. MIT _____

G. Distribute modified code as long as it uses the original license; Distribute with proprietary software if the open source code is attributed with its license; Distribute under any license as long as the original files are preserved and each file is marked as the original license; Not allowed to distribute executables without the source code and license

10. MPL _____

H. Distribute modified code if license is the same; Can distribute with proprietary software if the open source code is attributed; Licenses each file individually

Match the terms on the left to their definitions on the right

Creative Commons License

Definitions

11. Attribution _____

A. Must use verbatim; No modifications or by-products

12. Noncommercial _____

B. Must credit author/licensor as license requires

13. No Derivatives _____

C. Must distribute derivatives under exact same license

14. Share Alike _____

D. Must be used only for noncommercial purposes

Match the terms on the left to their definitions on the right

Business Approach

Definitions

15. Donations

A. Offering a free version and a paid proprietary version

16. Merchandise

B. Coexistence through a mutual agreement with another party

17. Freemium/
Open Core

C. Requires non-profit status and can have inconsistent income

18. Partner/
Referral

D. Offsetting cost through promotion of another product; Maintains non-profit status

19. Advertising

E. Selling items to consumers to promote your project and increase income; Maintains non-profit status

Match the terms on the left to their definitions on the right

Business Approach

Definitions

20. Service Provider

A. Offering a service leveraging your open source software

21. Support Provider

B. Offering special permission to a buyer to use software outside of the license terms, but within the terms you specify for them

22. License Exemption

C. Offering consulting/aid contracts for users of certain software

23. Business Catalyst

D. When your software acts as a stimulant for your business approach

Part 2 Practical:**24. Package Installation**

You need to install the following packages

Ubuntu: build-essential
openjdk-6-jdk
libsdl1.2-dev
libsdl1.2-gfx1.2-dev
libsdl1.2-image1.2-dev
libsdl1.2-mixer1.2-dev
libsdl1.2-net1.2-dev
libsdl1.2-ttf2.0-dev
bzip
bzip2
git-core

Fedora: “Development Tools”
java-1.6.0-openjdk-devel
SDL-devel
SDL_gfx-devel
SDL_image-devel
SDL_mixer-devel
SDL_net-devel
SDL_ttf-devel
bzip
bzip2
git-core

Note: The colorkey demo is a tutorial that is GNU Free Documentation Licensed and the code is GPL licensed.

25. Build Automation Script

Download `practical.tar.gz` from MyCourses

You need to write a script called `practical.sh` that

- Does not print any output if the command line argument given is `--no-output`
Note: It should still display the colorkey SDL program when you run the script
- Only prints out the architecture build information if the command line argument given is `--only-completion`
- Prints program output and the architecture build information if there are no command line arguments given
- Detects the architecture build and prints “Built for 32 bit” if the architecture is i386 or i686

or prints

“Built for 64 bit” if the architecture is `x86_64`

or prints “Unknown architecture” if the architecture was not i386, i686 or `x86_64`

- Compiles the Java file
- Compiles the `Hello.cpp` file as `Hello`
- Compiles the `colorkey.cpp` file as `colorkey` using the libraries `SDL` and `SDL_image`
- Declares an array
- Stores the execution/output of the Java file, C++ file, SDL C++ file, Perl file and Python file in the array

Hint: You need to make each position of the array the execution of one of the executables. This should not give any text output as it is being stored in the array. You should still see the colorkey SDL program when this part runs

EXAMPLE OUTPUT ON NEXT PAGE

Example Output for a 64 Bit System**No Arguments**

```
./practical.sh
```

```
Completed Java  
Completed SDL  
Completed Python  
Completed Perl  
Completed C++  
Built for 64 bit
```

--no-output Argument

```
./practical.sh --no-output
```

--only-completion Argument

```
./practical.sh --only-completion
```

```
Built for 64 bit
```

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26. Version Control**Using git or bzt:**

- **Setup who you are**
- **Initialize a branch**
- **Commit the program files, images and the script to your branch with the message 'This is my practical commit to version control'**

Hint: You may check your commits with**bzt log****or****git log****Instructor/TA Sign-Off** _____

27. Man Pages

Write a man page for your script called `practical.1`

Note: Remember you can always test your man page with `man ./practical.1`

Your output should look like this:

practical(1) User Manuals practical(1)

NAME

practical – Build automation script for practical

SYNOPSIS

practical[--no-output]

DESCRIPTION

practical 1.1

practical is a build automation script for the practical. It builds all of the practical files and executes them with output.

OPTIONS

--no-output

Does not print any output when the script is run, but still builds and executes the files

-only-completion

Only prints out the build architecture information

BUGS

Contact myUsername@rit.edu for any bugs in the program

SEE ALSO

gcc(1), g++(1), javac(1), python(1), perl(1)

1.1 Linux Version January 2012 practical(1)

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