Using Linux as a development platform for Scala projects

Roxana Tesileanu

roxana.te@web.de
INCDS, Romania

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Contents

1 Introduction

This is your instructor [1] :

[1] Picture 1 was taken before my sommer break.

Figure 1: Me

A random citation looks like this: [1]. This is embedded in text.

The components of a development system are [2]:

- hardware platform
- operating system
- editors
- compilers and assemblers
- debuggers
- version control system
- bug tracking

.....

The life cycle of a software development system is [2]:

1. requirement gathering
2. writing functional specifications
3. creating architecture and design documents
4. implementation and coding
5. testing and quality assurance
6. software release
7. documentation
8. support of new features

This formula $f(x) = x^2$ is an example.

$$\begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \tag{1}$$

$$\int_b^a \frac{1}{3}x^3 \tag{2}$$

$$\theta = \int_0^1 f(x) \tag{3}$$

Table 1: ANOVA Sums-of-squares.

Residual SS	Groups SS	Total SS
1	3	4

Table 2: Caption for the table.

variable 1	variable 2	variable 3
4	5	6

2 Using vim as an editor for the Scala code

3 Using SBT

3.1 Installing SBT

3.2 Creating a Scala project

3.3 Some SBT functionalities

4 References

References

[1] Martin Odersky, Lex Spoon, and Bill Venners. *Programming in Scala*. Artima, Walnut Creek, second edition, 2010.

[2] Rafeeq Ur Rehman and Christopher Paul. *The Linux Development Platform*. Pearson, 2003.

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Appendix A Source File 1

Some code.

Appendix B Source File 2

Some code.