# Using Linux as a development platform for Scala projects

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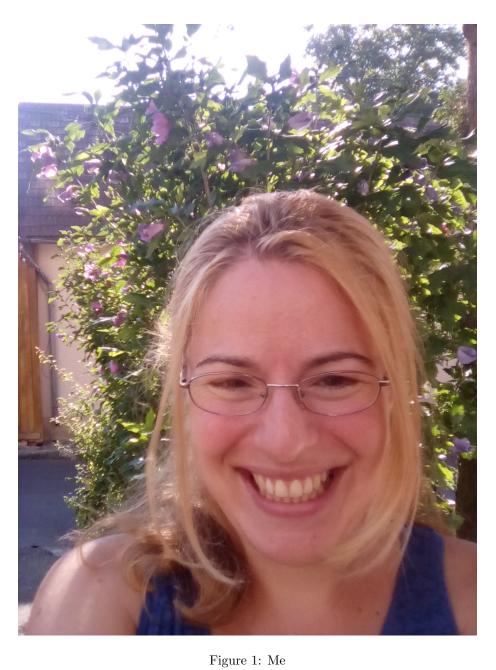
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## 1 Introduction

This is your instructor  $^1$ :

<sup>&</sup>lt;sup>1</sup>Picture 1 was taken before my sommer break.



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

The components of a development system are [2]:

- hardware platform
- operating system
- $\bullet$  editors
- $\bullet\,$  compilers and assemblers
- debuggers
- ullet 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: AN	OVA Sums-o	f-squares.
Residual SS	Groups SS	Total SS
1	3	4

Table 2: Caption for the table.

	variable 2	
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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1	ANOVA Sums-of-squares.												5
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## Appendix A Source File 1

Some code.

## Appendix B Source File 2

Some code.