

# Using Linux as a development platform for Scala projects

Roxana Tesileanu

roxana.te@web.de  
INCDS, Romania

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# 1 Introduction

This is your instructor <sup>1</sup> :

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<sup>1</sup>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 (Rehman and Paul, 2003, p.10):

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

.....

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*. Arima, Walnut Creek, second edition, 2010.

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## Appendix A Source File 1

Some code.

## Appendix B Source File 2

Some code.