

Advanced Programming in the UNIX Environment

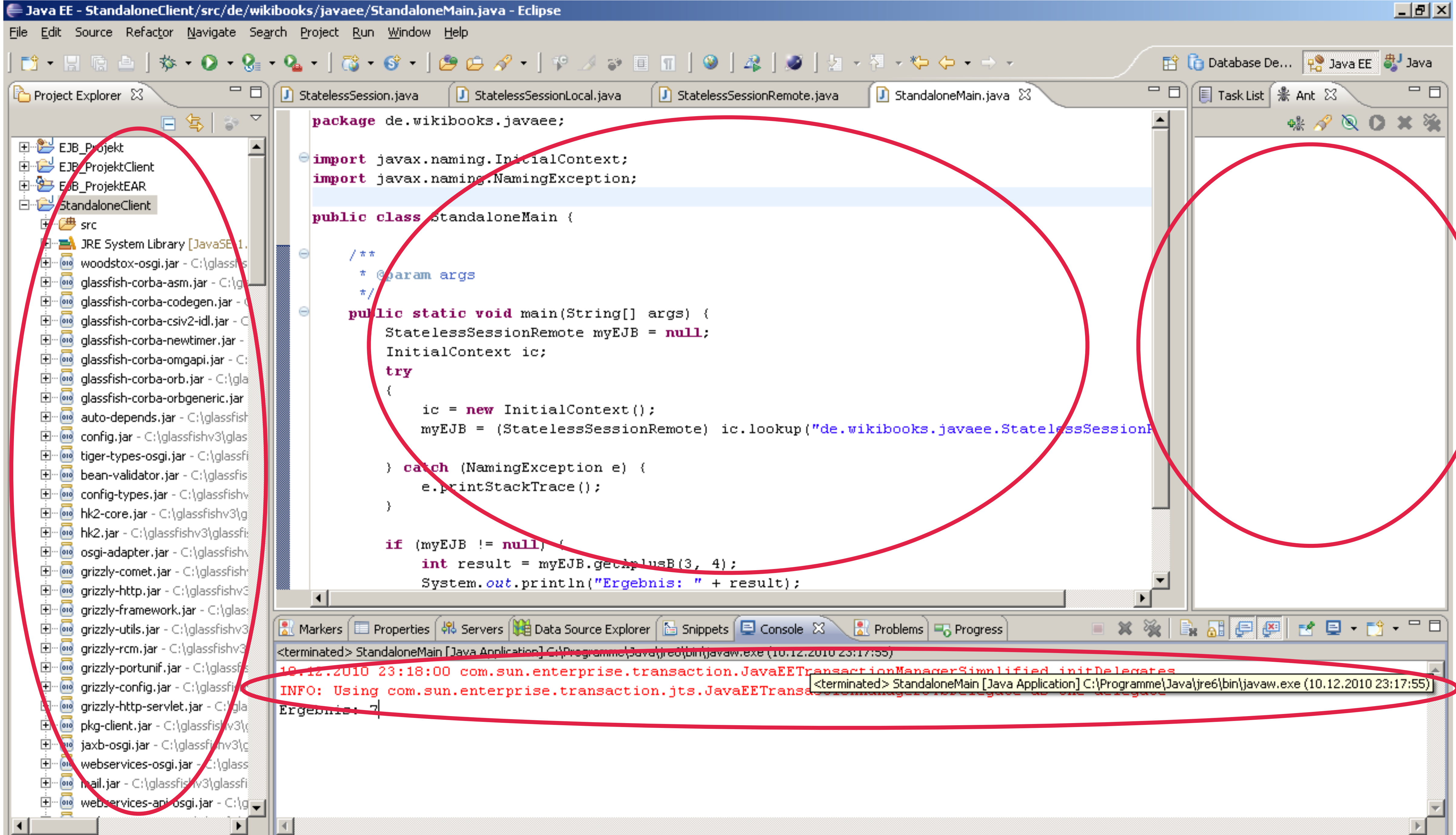
Week 05, Segment 1: Unix Development Tools

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`https://stevens.netmeister.org/631/`





GitHub
Copilot



<https://twitter.com/jdan/status/1409900529677918210>



Does GitHub Copilot generated code violate the GPL?

<https://twitter.com/eevee/status/1410037309848752128>

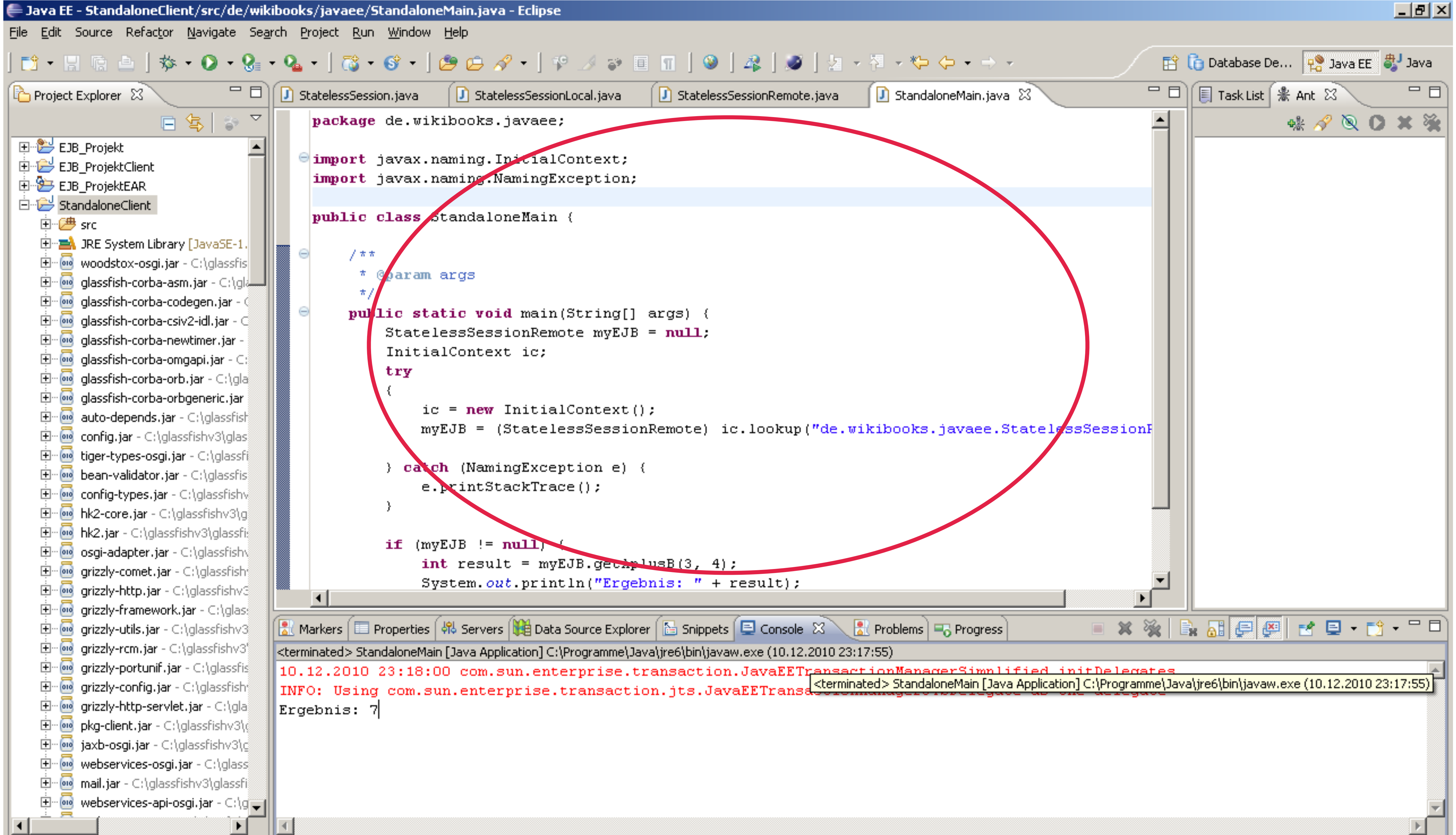


<https://twitter.com/lydiahallie/status/1410321569113649152>

GitHub Copilot

40% of the code produced by GitHub Copilot is vulnerable

<https://arxiv.org/pdf/2108.09293.pdf>




```
int sock;
socklen_t length;
struct sockaddr_in server;
int msgsock;
char buf[BUFSIZ];
int rval;
struct sockaddr_in client;

/* Create socket */
sock = socket(AF_INET, SOCK_STREAM, 0);
if (sock < 0) {
    perror("opening stream socket");
    exit(1);
}
/* Name socket using wildcards */
server.sin_family = AF_INET;
server.sin_addr.s_addr = INADDR_ANY;
server.sin_port = 0;
if (bind(sock, (struct sockaddr *)&server, sizeof(server)) != 0) {
    perror("binding stream socket");
    exit(1);
}
/* Find out assigned port number and print it out */
length = sizeof(server);
if (getsockname(sock, (struct sockaddr *)&server, &length) != 0) {
    perror("getting socket name");
    exit(1);
}
printf("Socket has port #%d\n", ntohs(server.sin_port));

/* Start accepting connections */
listen(sock, 5);
do {
    length = sizeof(client);
    msgsock = accept(sock, (struct sockaddr *)&client, &length);
    if (msgsock == -1)
        perror("accept");
}
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Software Development Tools

The Unix Userland is an IDE – essential tools that follow the paradigm of “Do one thing, and do it right” can be combined.

The most important tools are:

- `$EDITOR`
- the compiler toolchain
- `gdb(1)` – debugging your code
- `make(1)` – project build management, maintain program dependencies
- `diff(1)` and `patch(1)` – report and apply differences between files
- `cvs(1)`, `svn(1)`, `git(1)` etc. – revision control, distributed project management

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