

CSCI 1300: Starting Computing
Spring 2019 Tony Wong

Lecture 39: Beyond Cloud9



Announcements and reminders

- Project 3 due Wednesday 24 April at 11 PM
- Project 3 Rubrics posted on Piazza
- Tony is gone Monday Thursday this week for a conference
 - Extra office hour: Monday 9-9:50
 (T-Th office hours cancelled because he's in Virginia...)
 - Available by Piazza/email
 - TA Karthik will cover lecture:
 - Mon: VScode/coding.csel.io/Python
 - Wed: Practicum 3 review





JupyterHub

Cloud9 is going away.

That makes us sad.

But! The CSEL server's instance of JupyterHub is our friend!

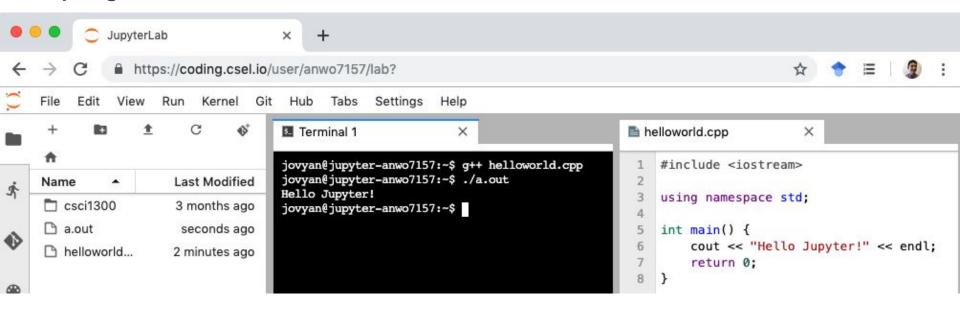
- 1) https://coding.csel.io
- 2) Sign in with CU Identikey credentials
- 3) "Start my server"
- 4) Open a Terminal and a Text Editor

(might need to open a New Launcher
by going to
File → Open New Launcher)

https://coding.csel.io/user/anwo7157/lab?redirects=1 Launcher Notebook G R Sc J۷ C++11 C++17 Python 3 Julia 1.0.0 Sq VS Code IDE Console R J۷ Sc Python 3 C++17 Julia 1.0.0 Scala Sq Other Text File Diagram

JupyterHub

Once we have a **terminal** and a **text editor** open, we can work just like in Cloud9 with **compiling from the command line**:



Note that we will want to save the initial text file as a **.cpp** file, and might want to create new directories.

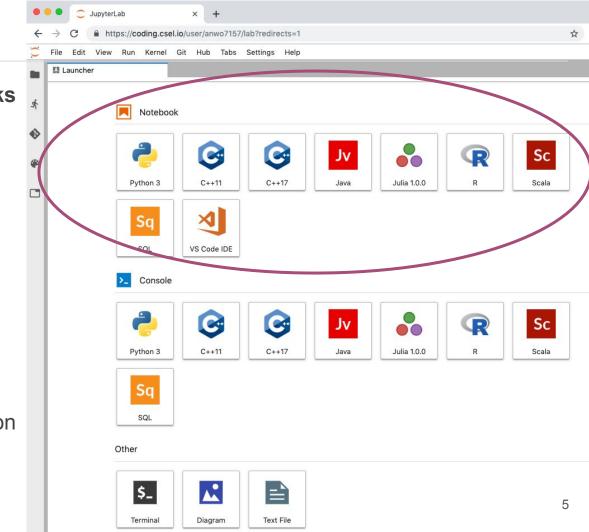
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JupyterHub

We can also open Jupyter notebooks

- -- A ubiquitous form of scientific communication,
- -- and a flexible and easy way to test-drive codes!

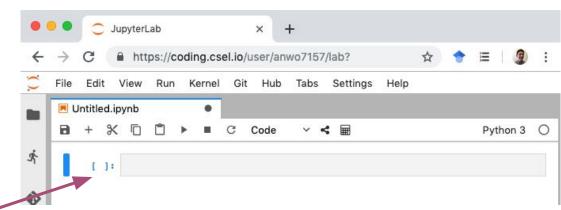
Let's open a **Python 3** notebook and see how we can map our C++ knowledge into another super common and useful programming language



A Python Jupyter Notebook

There are two types of cell in a Jupyter notebook:

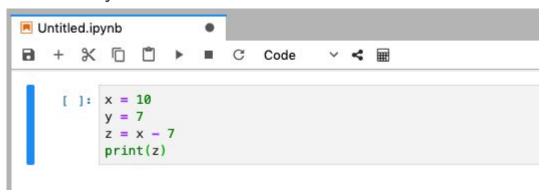
- 1) Code
- 2) Markdown



Initially, we just have a code cell, which is denoted by the execution brackets to the left

We can click in the code cell and type some simple code:

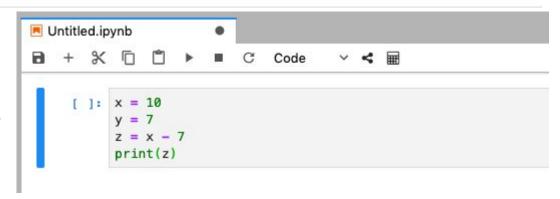
To execute the code, press Shift+Enter



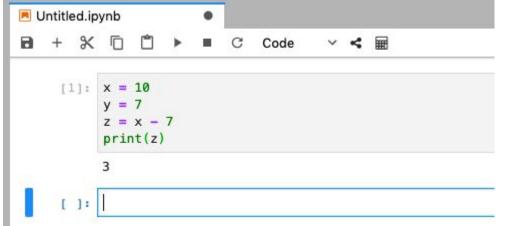
A Python Jupyter Notebook

We can click in the code cell and type some simple code:

To execute the code, press **Shift+Enter**



The code will evaluate and the output will be displayed below the cell. Also note that the **execution brackets** now have a number inside them, denoting when the cell was executed.

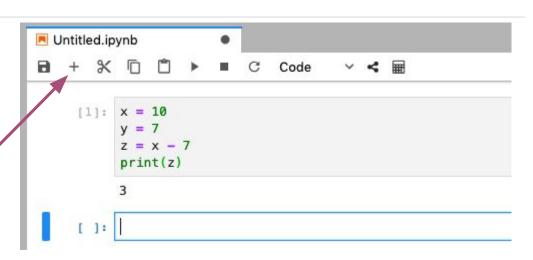


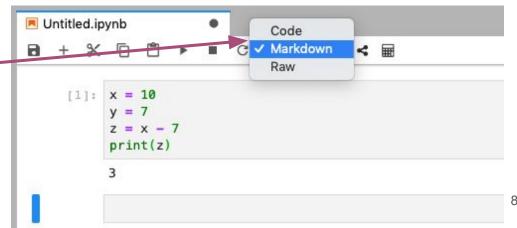
A Python Jupyter Notebook

Jupyter was also nice enough to open a new code cell below the one we just executed!

But, to create a new cell ourselves, we can click the + button in the toolbar

To make a **Markdown** (text and equations) cell, click the dropdown menu for cell type and change it to **Markdown** instead of **Code**

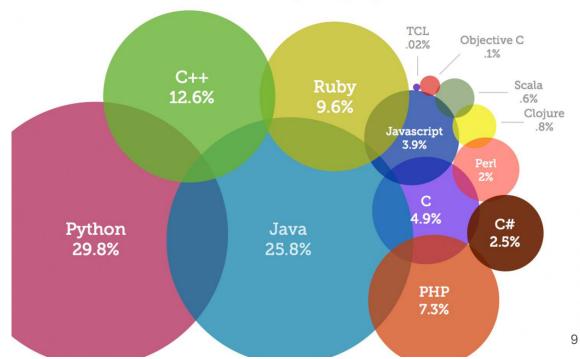




A Python example

Let's write a nice example program in our Python Jupyter notebook!

Most Popular Coding Languages of 2018



A local environment

JupyterHub and Cloud9 are both very nice, but there are a couple of drawbacks

- 1) Relied on internet
- 2) Relied on a service that is going away ...
- 3) ... or someone else is in charge of maintaining

Instead, we could use a **local** C++ coding environment

Visual Studio is one such environment:

→ https://code.visualstudio.com/

(note that the coding.csel.io server also has Visual Studio! → "VS Code IDE")



Visual Studio

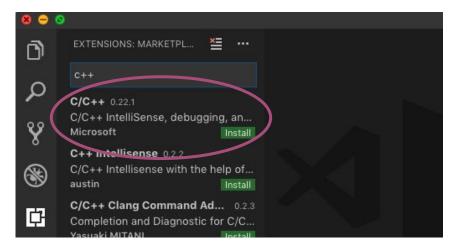
Visual Studio is one such environment:

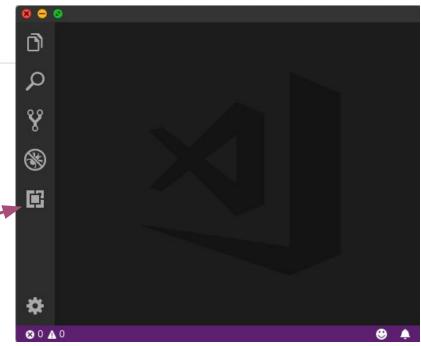
→ https://code.visualstudio.com/

From there: (1) download Visual Studio, and

(2) install C++ extension

Extensions tab





Visual Studio

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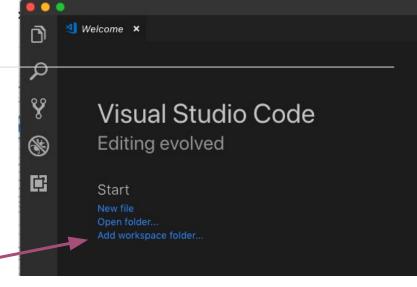
(2) install C++ extension

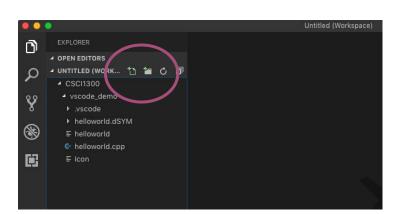
(3) add a workspace/project folder

(you could download all your Cloud9 files and put them in there!

From here, it's pretty similar to Cloud9:

- a) make a new folder for a particular assignment
- b) make a new .cpp file in the folder





Visual Studio

Visual Studio is one such environment:

→ https://code.visualstudio.com/

We have access to a nice debugger!

- Set breakpoints the same way (click in the gutter)
- Then under Debug menu, select "Start debugging"
- If it asks, you can select:
 "g++ build and debug active file"

```
Selection View Go Debug
                                                      Terminal
                                                           helloworld.cpp — Untitled (Workspace)
       DEBUG > g++ build an ‡ 🏠 🖸
                                        ♠ helloworld.cpp ×
                                               #include <iostream>
      ■ VARIABLES

▲ Locals

                                               using namespace std;
y
                                               int main() {
                                       7
⑧
v = v - x:
                                                   cout << y << endl;
                                                   return 0;
      ■ WATCH
```