

Open Source Programming

Lecture-02

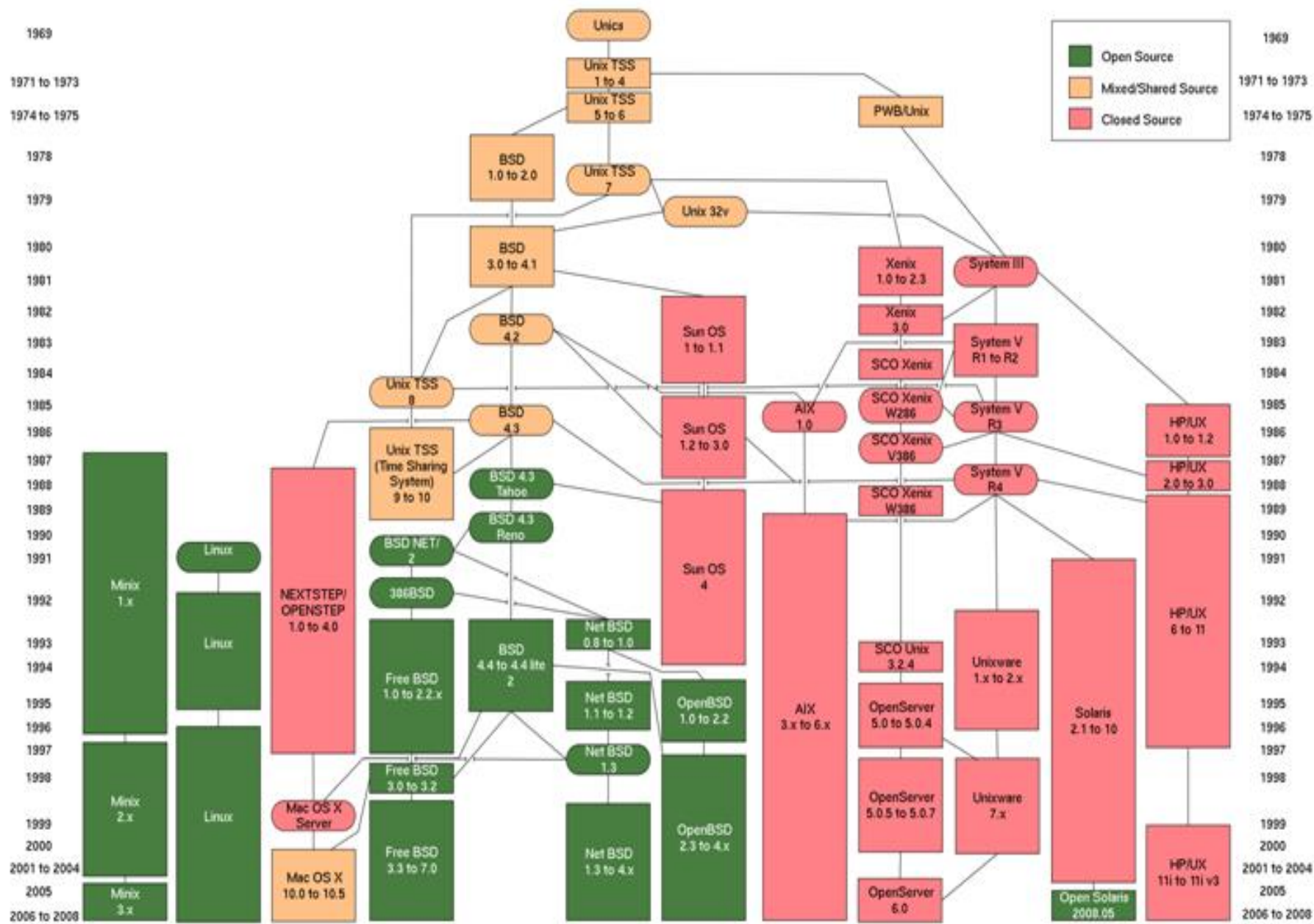
Linux Environment

UNIX

Unix 운영체제

- ◆ 1970년대 벨 연구소의 켄 톰슨, 데니스 리치가 개발
- ◆ 다양한 버전
 - 오늘날의 유닉스 시스템은 AT&T를 비롯한 여러 회사들과
 - 버클리대학(BSD 버전) 등 비영리 단체들이 개발한 다양한 버전
- ◆ 특징
 - 다양한 종류의 시스템 사이에서 서로 **이식**할 수 있음
 - 다중 사용자 및 다중 작업을 지원
- ◆ 유닉스 시스템의 개념
 - 일반 텍스트 파일
 - 명령줄 인터프리터
 - 계층적인 파일 시스템
 - 장치 및 특정한 형식의 프로세스 간 통신을 파일로 취급 등

Unix History



Unix 종류와 특성

◆ Unix

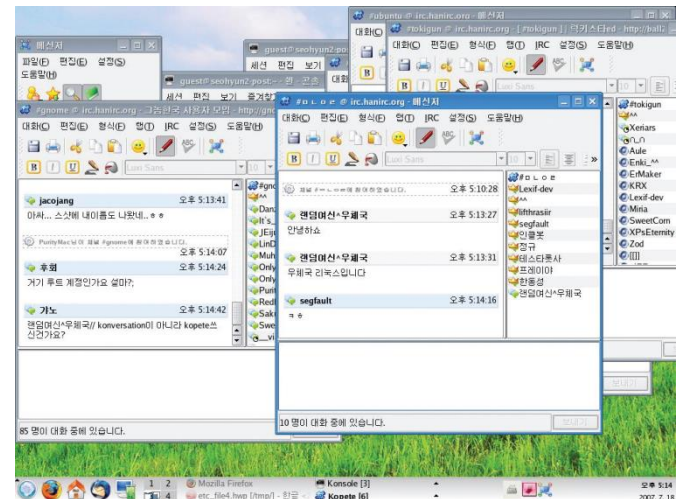
- 1970년에 AT&T의 벨 연구소에서 개발한 운영체제로 처음에는 중형 컴퓨터에 사용하도록 고안
- 여러 가지 유틸리티가 공개되면서 일반 사용자에게 확산
- 특징
 - 다중 사용자, 다중 작업 처리 가능
 - 프로그램 개발이 쉬운 운영체제
 - 대부분 통신 서비스 프로그램은 Unix를 기반으로 하고 있음



Unix 종류와 특성

◆ Linux

- 1991년 핀란드의 대학생이었던 리누스 토발즈(Linus Benedict Torvalds, 1969~)에 의해 만들어진 운영체제
- 개인 컴퓨터용 UNIX에 주로 많이 사용
- 특징
 - 프로그램 소스코드가 공개돼 있어 프로그래머가 원하는 대로 특정기능 추가 가능
 - 어느 플랫폼에도 포팅(porting)이 가능
 - 무료
- 종류
 - 우분투(ubuntu), 레드햇(redhat), 데비안(debian) 등



Unix 종류와 특성

◆ Mac OS

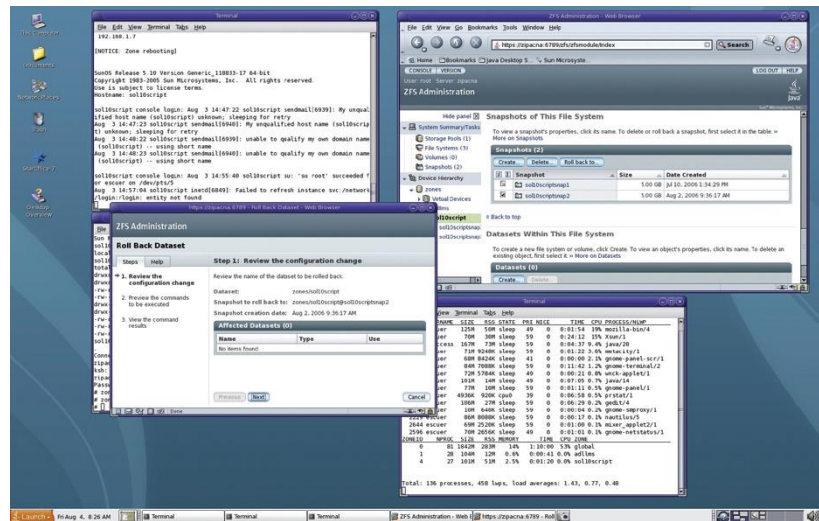
- Apple 컴퓨터의 매킨토시 계열 개인용 컴퓨터나 워크스테이션용 운영체제로 개인용 컴퓨터에 GUI를 처음으로 도입
- 1984년에 처음으로 세상에 선을 보인 이후로 거듭 발전
- 특징
 - 문서편집이나 그래픽분야에서 많은 사랑을 받고 있음
 - Apple의 스마트폰인 iPhone, iPad와 디지털 미디어 재생기인 iPod Touch에도 내장되어 사용



Unix 종류와 특성

◆ Solaris

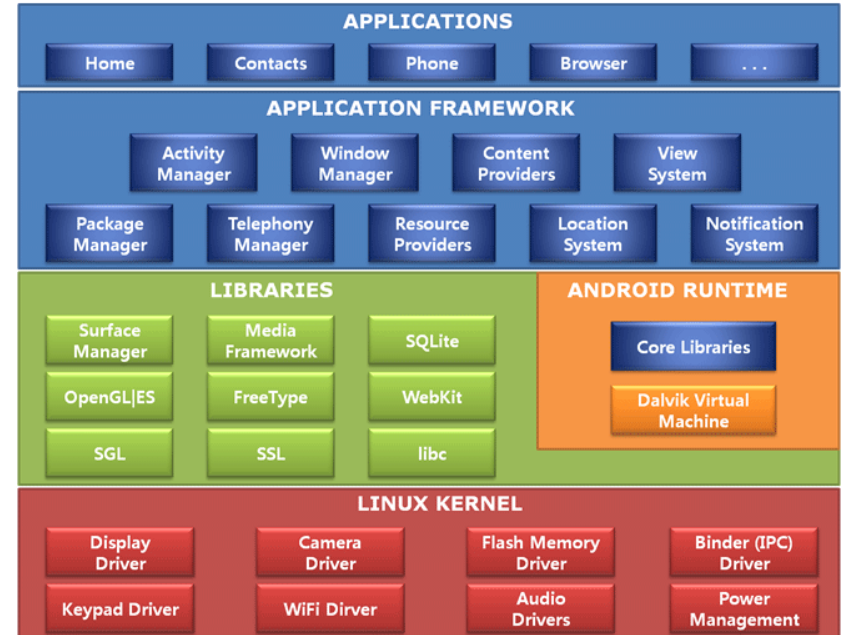
- Unix 계열 운영체제 중 하나
- Linux보다 훨씬 먼저 출시된 상용 운영체제
- 특징
 - 처음에는 SUN에서 제작한 스팍(Sparc) CPU를 사용한 기종에서만 사용되는 전용 운영체제로 전문가들이 주로 사용
 - 인텔 아키텍처의 대량 보급으로 인하여 인텔용 Solaris도 출시 됨



Unix 종류와 특성

◆ 모바일 운영체제

- 현재 세계시장에 공급되는 범용으로 사용되는 모바일 운영체제
 - Windows Mobile, Symbian, Falm, BlackBerry, Linux 등
- 모바일 운영체제들의 특징
 - MS사의 Windows Mobile과 Nokia의 Symbian 등은 사용하는데 편리함
 - Apple, MS 등은 좀 더 많은 개발자와 사용자들에게 API를 제공함
 - Linux는 아예 모든 것을 공개
- Linux 기반 모바일 운영체제
 - 리모(LiMo, Linux Mobile)
 - 삼성 바다 (POSIX 리눅스 계열)
 - **안드로이드(Android)**



◆ GNU project : 대표적인 open(free) source project

- Richard Matthew Stallman 에 의해 창립
- 1970년 이후, 컴퓨터 사용자가 많아지면서 상업용 목적 소프트웨어들의 라이선스 비용에 반대
- 자유 소프트웨어 : 누구나 소프트웨어의 복사나 사용, 연구, 수정 배포 등에 제한이 없음

◆ GNU : ‘GNU is Not Unix’

- unix의 기능을 포함하고 있지만, unix code를 포함하지 않음
- 커널 부분을 제외한 모든 주요 구성 요소를 개발
- 이후, 리누스 토발즈가 리눅스 커널을 개발하여 발표

◆ License 정책

- GPL (GNU General Public License)
- LGPL (GNU Lesser General Public License)

The System Architecture of UNIX

◆ Hardware

- CPU, Memory, Disk, Peripherals

◆ Kernel

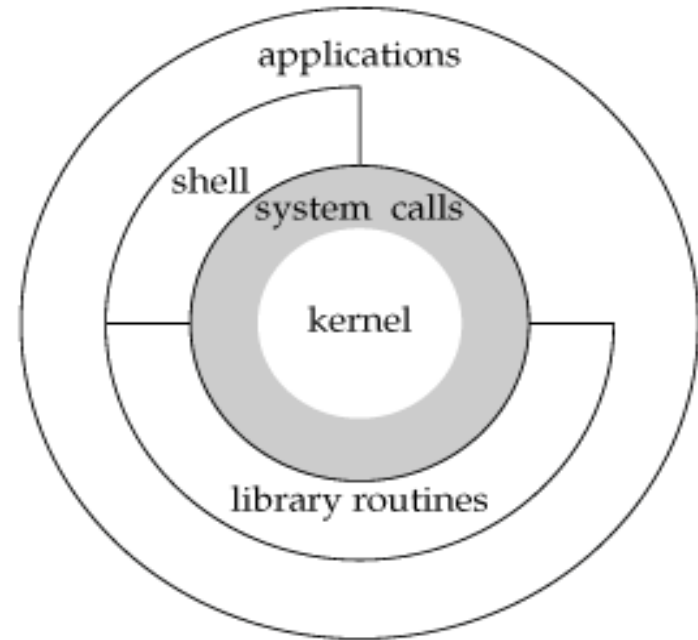
- Process management
- File management
- Memory management
- Device management

◆ System call

- the programmer's functional interface to the UNIX kernel

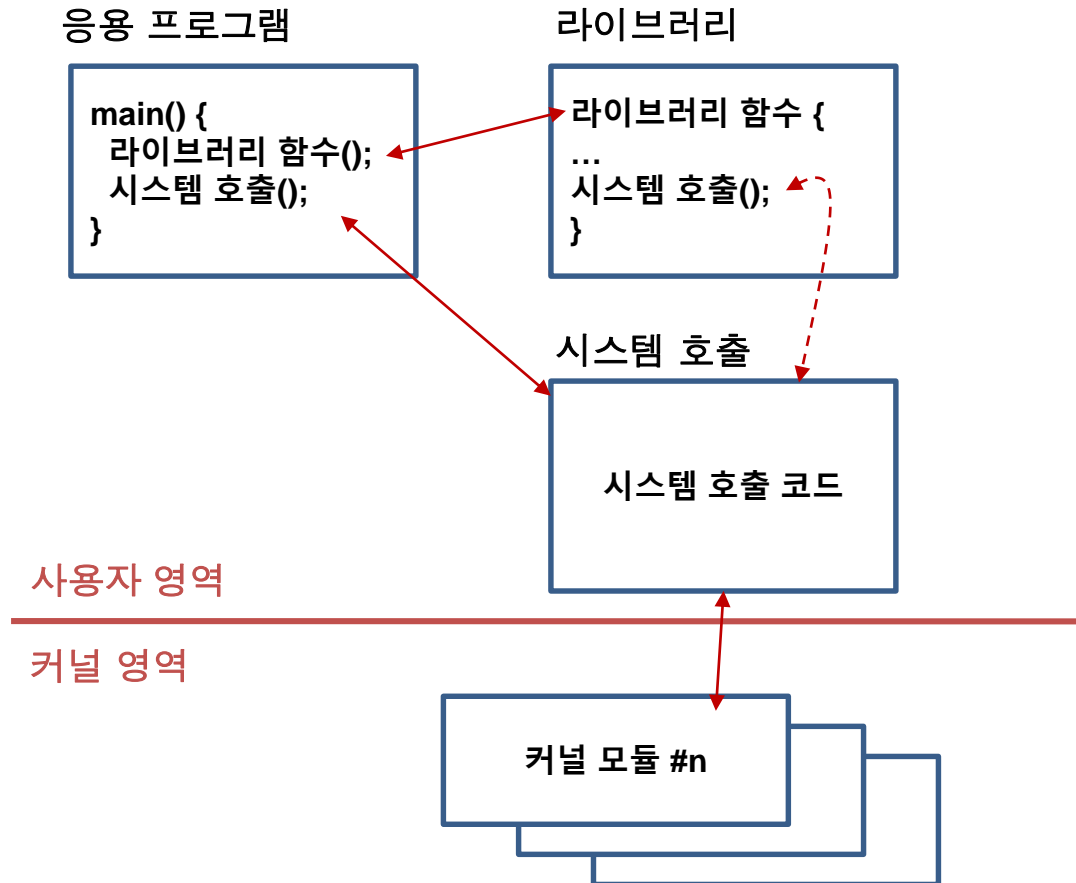
◆ Commands, Utilities, Application programs

- kernel services using library routines or
- system calls

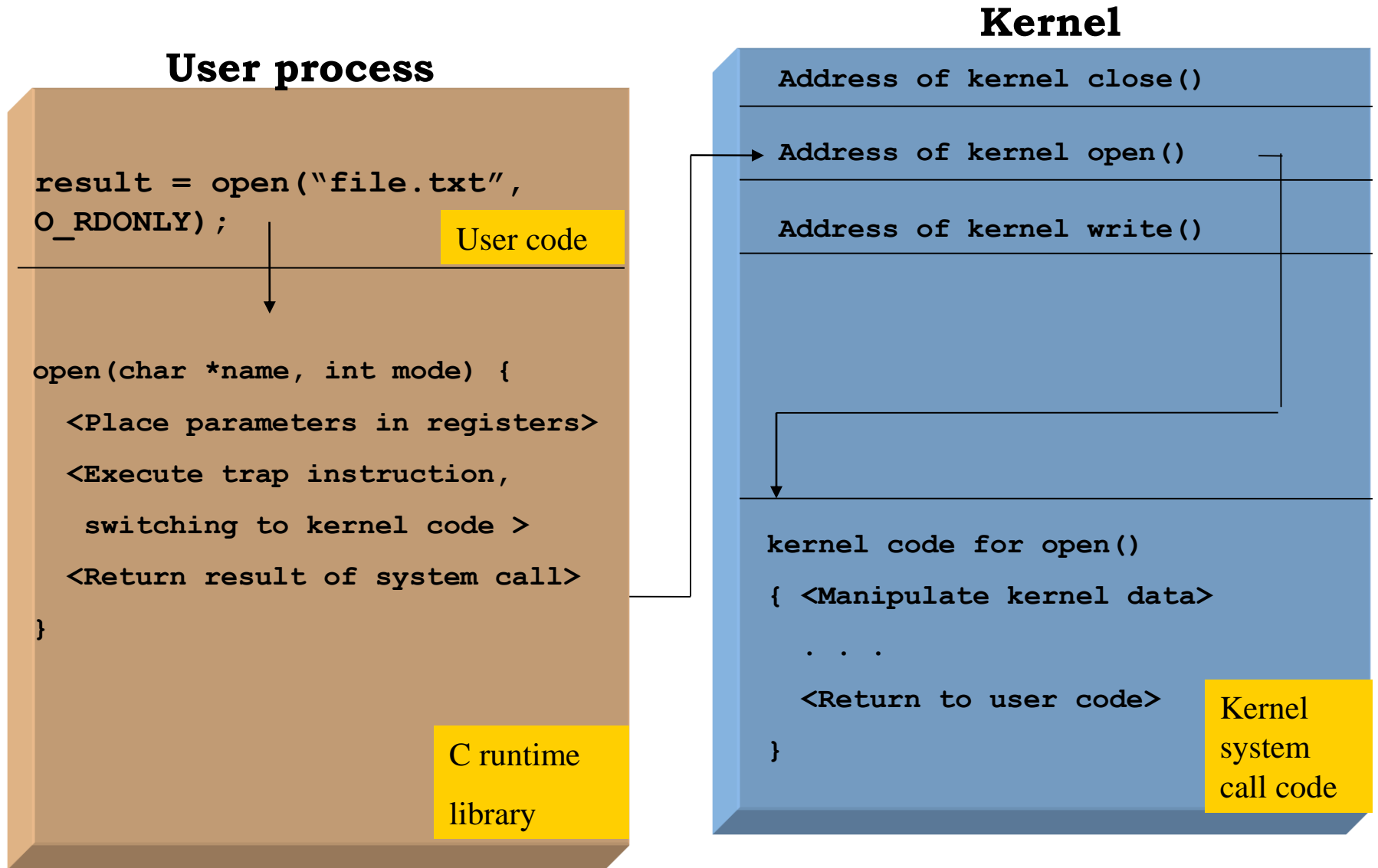


System Call

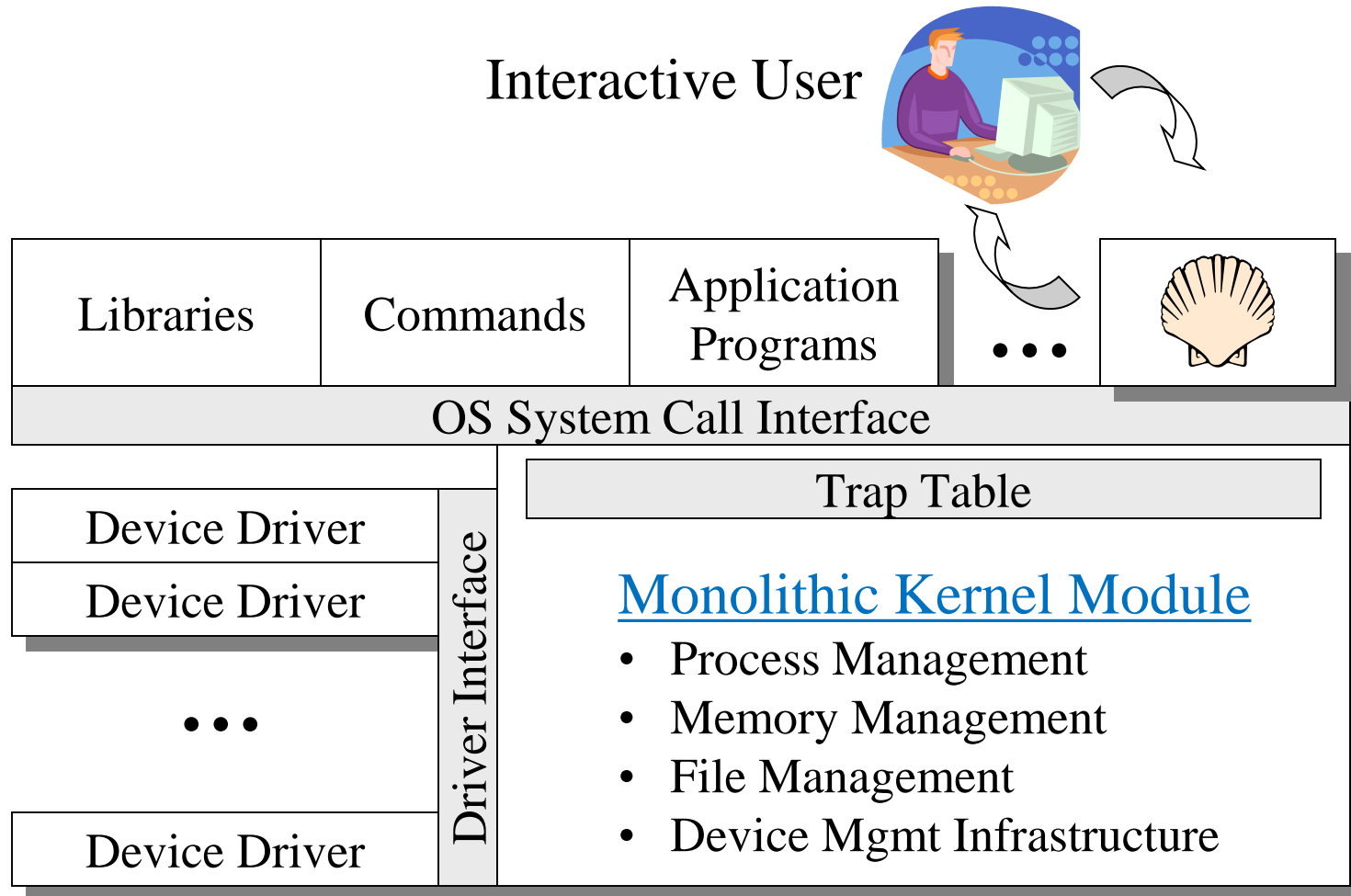
- ◆ Application programs talk to the OS via system calls
- ◆ Programmer's functional interface to the UNIX kernel



User Mode / Kernel Mode

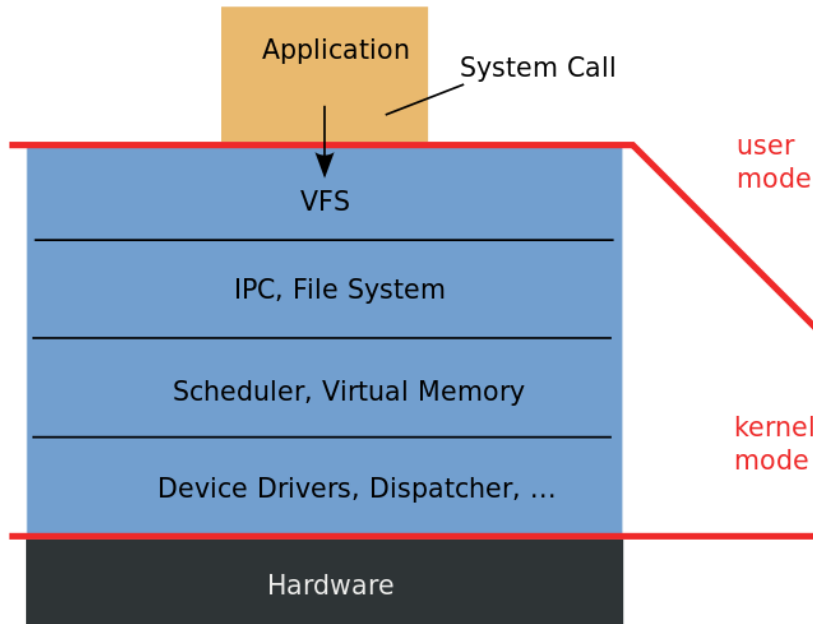


The UNIX Architecture



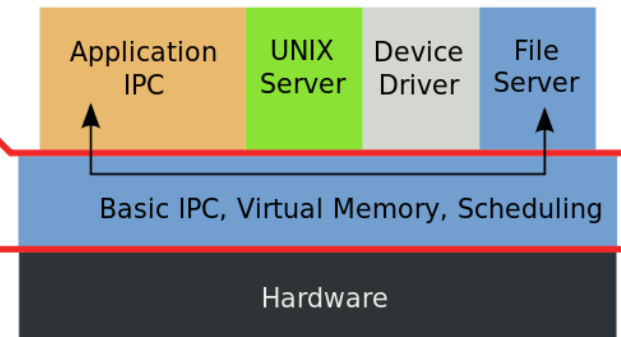
Monolithic Kernel vs. Microkernel

Monolithic Kernel
based Operating System



e.g. Windows, UNIX, etc.

Microkernel
based Operating System



e.g. MINIX, Mach

Commands

Working with Directories

- ♦ Unix organizes files into a tree-structured directory system.

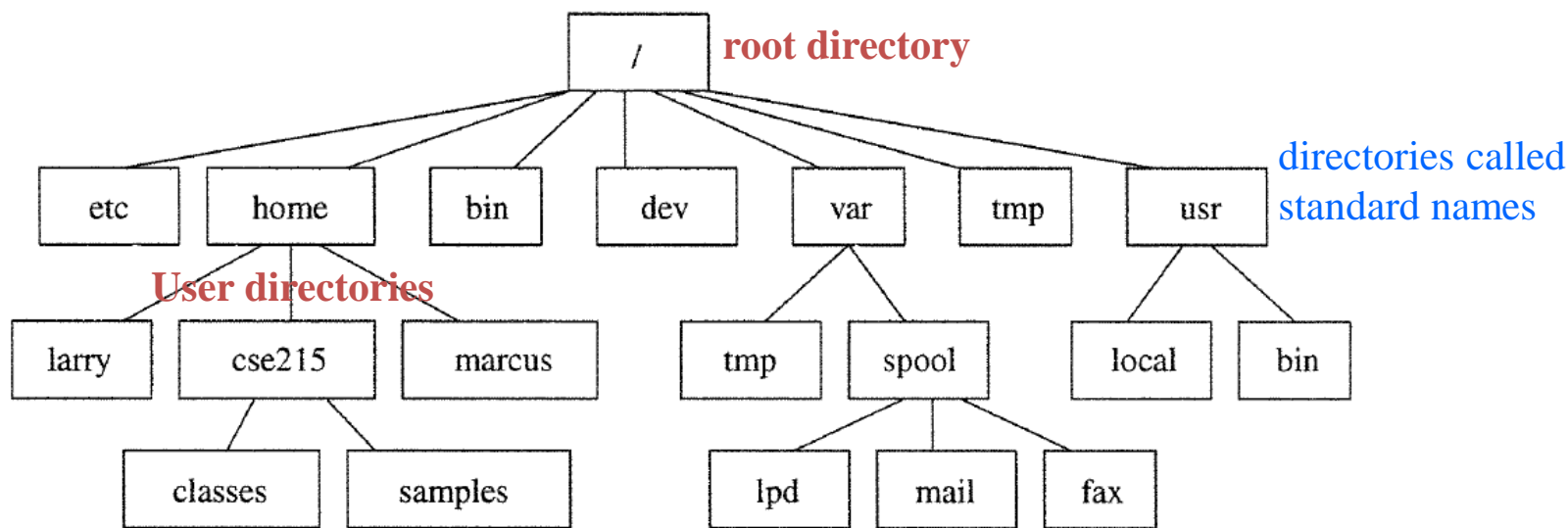
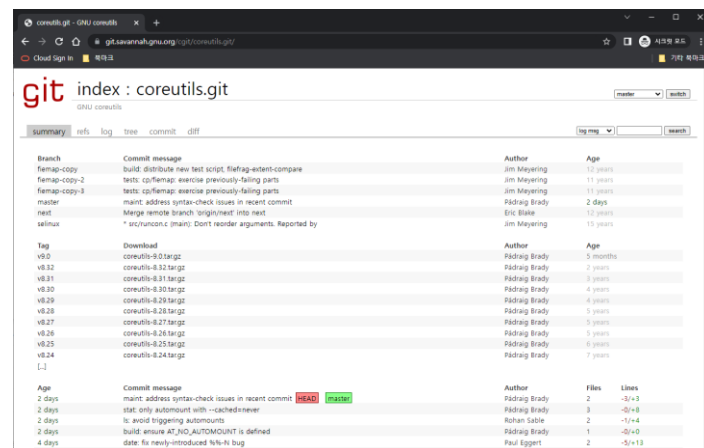


FIGURE 1.8

Part of the directory tree.

- ♦ **GNU core utilities**

- <https://www.gnu.org/software/coreutils/>
- <https://git.savannah.gnu.org/cgit/coreutils.git/>



Working with Files

◆ Users' personal files

- *stored in and below their home directories.*

◆ The system files

- *stored in system directories.*

◆ Filenames

- up to about 250 characters.
- may contain any character except for the “/”

Commands for Working with Directories

- ◆ **ls** - list directory contents
- ◆ **pwd** - print path to current directory

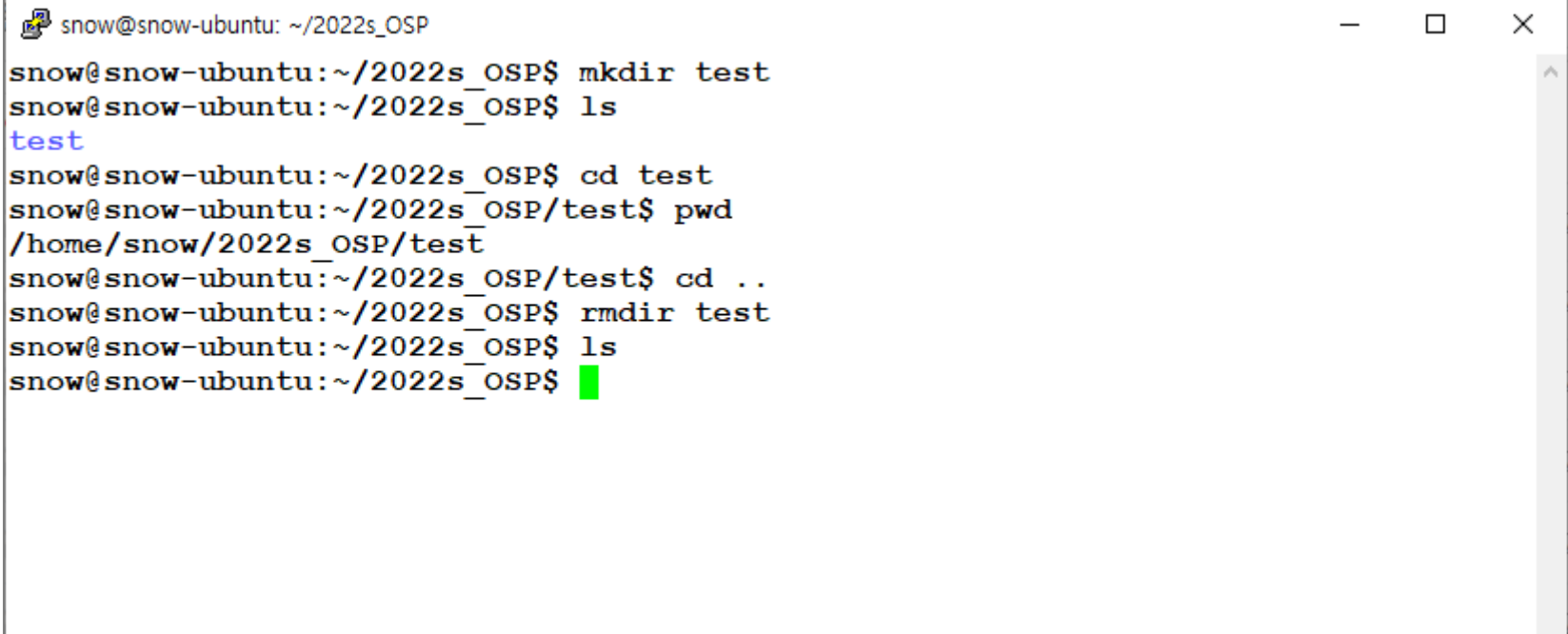
```

snow@snow-ubuntu: ~
snow@snow-ubuntu:/$ ls
bin      dev      initrd.img      lib64      mnt      root      snap      sys      var
boot     etc      initrd.img.old  lost+found  opt      run      srv      tmp      vmlinuz
cdrom    home    lib             media      proc     sbin     swapfile  usr      vmlinuz.old
snow@snow-ubuntu:/$ pwd
/
snow@snow-ubuntu:/$
snow@snow-ubuntu:/$ cd
snow@snow-ubuntu:~$
snow@snow-ubuntu:~$ pwd
/home/snow
snow@snow-ubuntu:~$ ls
2021S_OSP      examples.desktop  다  운  로  드
Std-Xrdp-Install-0.6.1.sh  myprog.sh        문  서
elasticrun.sh    nltk_data        바  탕  화  면
elasticsearch-7.6.2  os_class         비  디  오
elasticsearch-7.6.2-linux-x86_64.tar.gz  osp_class        사  진
elasticsearch-7.6.2-linux-x86_64.tar.gz.1  server script    음  악
eq1.txt          sp_class         템  플  릿
eq2.txt          공  개
snow@snow-ubuntu:~$
```

◆ **mkdir, rmdir** – make and remove directories

◆ **cd** – change to a different directory

- `$ cd /test`
- `$ cd ..` Move up one level
- `$ cd` Move to user's home directory

A terminal window titled 'snow@snow-ubuntu: ~/2022s_OSP' with standard window controls. It displays a series of commands and their outputs: 'mkdir test' creates a directory; 'ls' shows 'test'; 'cd test' changes the current directory; 'pwd' shows the full path '/home/snow/2022s_OSP/test'; 'cd ..' returns to the parent directory; 'rmdir test' removes the directory; and a final 'ls' command shows the directory is gone. A green cursor is at the end of the last line.

```
snow@snow-ubuntu: ~/2022s_OSP
snow@snow-ubuntu:~/2022s_OSP$ mkdir test
snow@snow-ubuntu:~/2022s_OSP$ ls
test
snow@snow-ubuntu:~/2022s_OSP$ cd test
snow@snow-ubuntu:~/2022s_OSP/test$ pwd
/home/snow/2022s_OSP/test
snow@snow-ubuntu:~/2022s_OSP/test$ cd ..
snow@snow-ubuntu:~/2022s_OSP$ rmdir test
snow@snow-ubuntu:~/2022s_OSP$ ls
snow@snow-ubuntu:~/2022s_OSP$
```

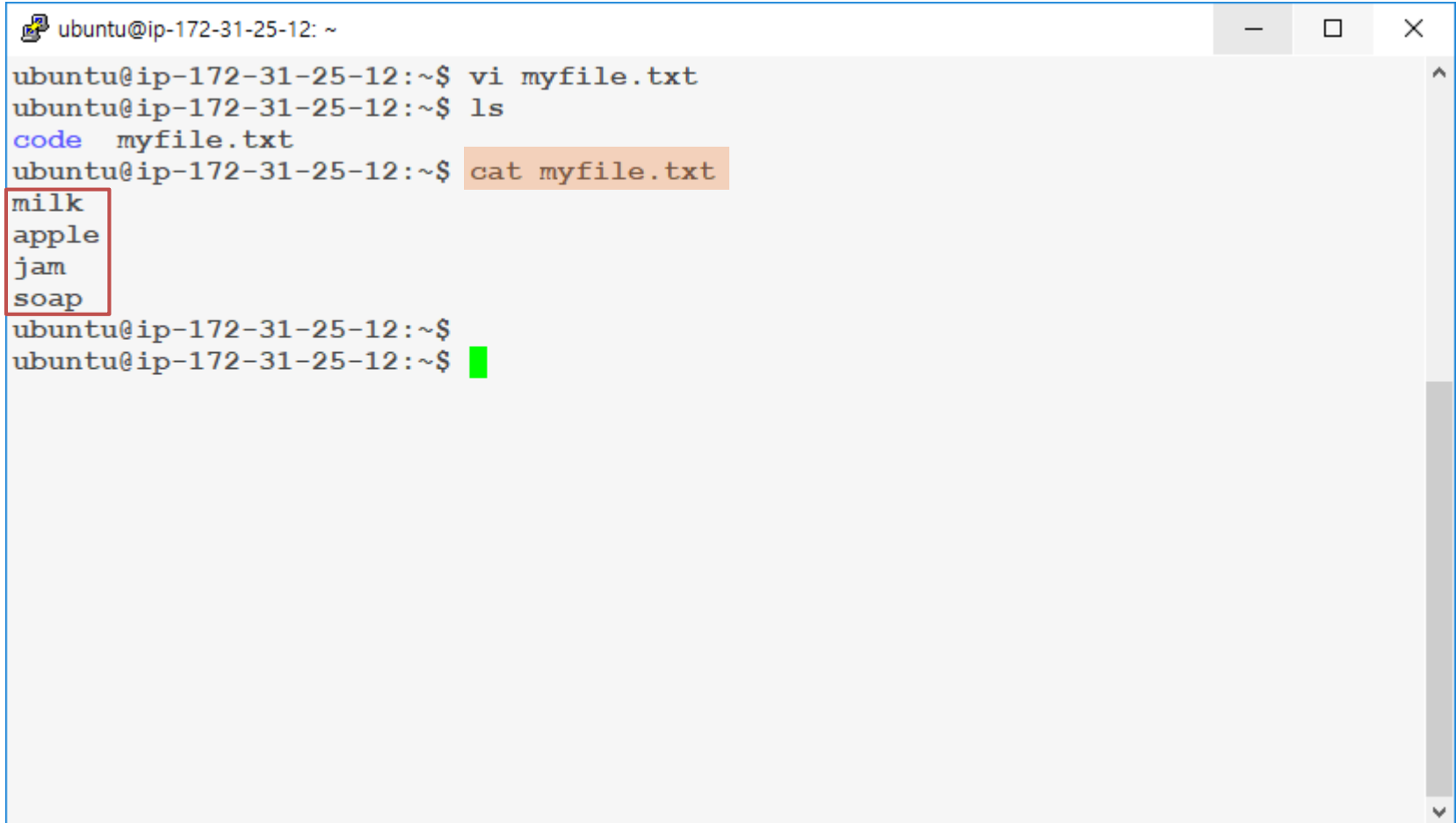
Commands for Working with Files

- ◆ **vi filename** – create & edit file

- **i** – input mode
- **esc** – command mode
- **:wq** – save file

[illegible]

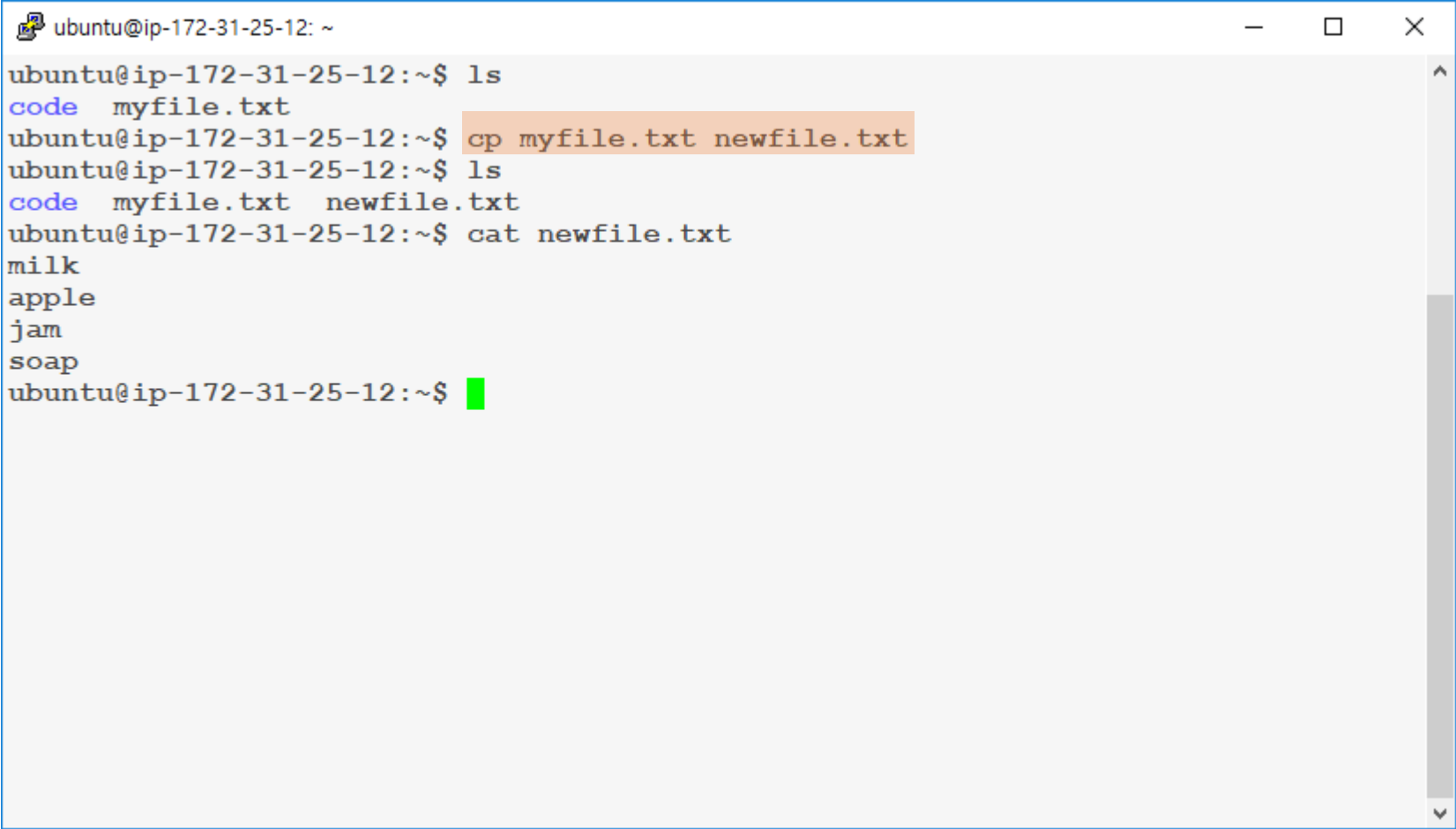
◆ **cat** – examine file contents



```
ubuntu@ip-172-31-25-12: ~  
ubuntu@ip-172-31-25-12:~$ vi myfile.txt  
ubuntu@ip-172-31-25-12:~$ ls  
code  myfile.txt  
ubuntu@ip-172-31-25-12:~$ cat myfile.txt  
milk  
apple  
jam  
soap  
ubuntu@ip-172-31-25-12:~$  
ubuntu@ip-172-31-25-12:~$
```

The image shows a terminal window with a title bar containing a window icon, a minus sign, a square icon, and a close 'X' icon. The terminal text shows a user editing a file with 'vi', listing files with 'ls', and then using 'cat' to display the contents of 'myfile.txt'. The output of 'cat' is a list of items: 'milk', 'apple', 'jam', and 'soap'. The 'cat' command and its output are highlighted with a light orange background. A red rectangular box is drawn around the output text. The prompt 'ubuntu@ip-172-31-25-12:~\$' is shown at the end of each line.

◆ **cp** – make a copy of a file



```
ubuntu@ip-172-31-25-12: ~  
ubuntu@ip-172-31-25-12:~$ ls  
code  myfile.txt  
ubuntu@ip-172-31-25-12:~$ cp myfile.txt newfile.txt  
ubuntu@ip-172-31-25-12:~$ ls  
code  myfile.txt  newfile.txt  
ubuntu@ip-172-31-25-12:~$ cat newfile.txt  
milk  
apple  
jam  
soap  
ubuntu@ip-172-31-25-12:~$
```

The image shows a terminal window with a blue border. The title bar at the top reads 'ubuntu@ip-172-31-25-12: ~' and includes standard window controls (minimize, maximize, close). The terminal content shows a series of commands and their outputs. The 'cp' command is highlighted with an orange background. The 'cat' command output lists four items: 'milk', 'apple', 'jam', and 'soap'. A green cursor is visible at the end of the last prompt line.

◆ **mv** – **rename** or move a file

```
ubuntu@ip-172-31-25-12: ~/mycode
ubuntu@ip-172-31-25-12:~$ ls
code myfile.txt newfile.txt
ubuntu@ip-172-31-25-12:~$ mv myfile.txt my_file.txt
ubuntu@ip-172-31-25-12:~$ ls
code my_file.txt newfile.txt
ubuntu@ip-172-31-25-12:~$
ubuntu@ip-172-31-25-12:~$ mkdir mycode
ubuntu@ip-172-31-25-12:~$ mv my_file.txt mycode
ubuntu@ip-172-31-25-12:~$ ls
code mycode newfile.txt
ubuntu@ip-172-31-25-12:~$ cd mycode/
ubuntu@ip-172-31-25-12:~/mycode$ ls
my_file.txt
ubuntu@ip-172-31-25-12:~/mycode$
```


File Permission Attributes

- ◆ `ls -al` shows attributes of a file:

```
ubuntu@ip-172-31-25-12: ~  
ubuntu@ip-172-31-25-12:~$ ls  
code  mycode  newfile.txt  
ubuntu@ip-172-31-25-12:~$  
ubuntu@ip-172-31-25-12:~$ ls -al  
total 48  
drwxr-xr-x  6 ubuntu ubuntu 4096 Aug 20 15:17 .  
drwxr-xr-x  3 root    root   4096 Aug 17 17:39 ..  
-rw-----  1 ubuntu ubuntu 1176 Aug 20 15:09 .bash_history  
-rw-r--r--  1 ubuntu ubuntu  220 Sep  1  2015 .bash_logout  
-rw-r--r--  1 ubuntu ubuntu 3771 Sep  1  2015 .bashrc  
drwx-----  2 ubuntu ubuntu 4096 Aug 17 18:27 .cache  
drwxrwxr-x 15 ubuntu ubuntu 4096 Aug 20 11:32 code  
drwxrwxr-x  2 ubuntu ubuntu 4096 Aug 20 15:17 mycode  
-rw-rw-r--  1 ubuntu ubuntu   20 Aug 20 15:15 newfile.txt  
-rw-r--r--  1 ubuntu ubuntu  655 May 16  2017 .profile  
drwx-----  2 ubuntu ubuntu 4096 Aug 17 17:39 .ssh  
-rw-r--r--  1 ubuntu ubuntu    0 Aug 17 18:31 .sudo_as_admin_successful  
-rw-----  1 ubuntu ubuntu  673 Aug 20 15:14 .viminfo  
ubuntu@ip-172-31-25-12:~$
```

```
drwxrwxr-x  2 ubuntu ubuntu 4096 Aug 20 15:17 mycode
-rw-rw-r--  1 ubuntu ubuntu   20 Aug 20 15:15 newfile.txt
```

file	user	group	size	modification
permission	name	name		date and time
attributes	(owner/ creator)			

◆ three groups of file permission attributes

- r w x	r w x	r w x	r: read, w: write, x:execute
user	group	other	

◆ **rm filename** – delete a file

※ You have to delete or move the contents of a directory before you can delete it.

◆ **rm -r dirname** – delete files & directory

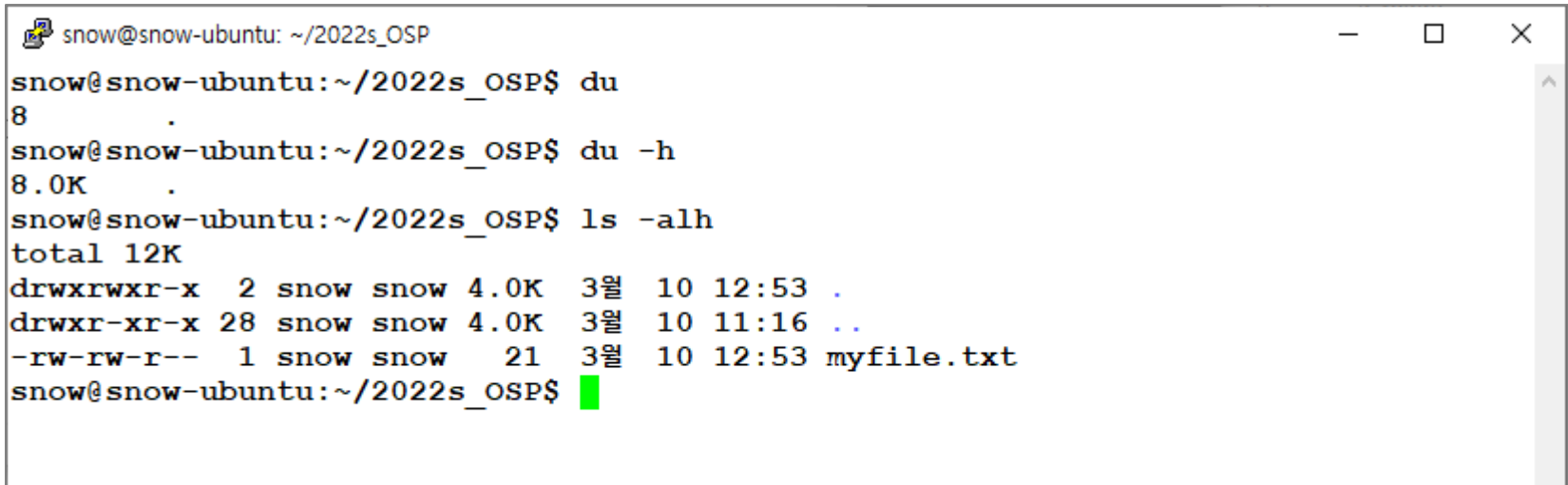


```
ubuntu@ip-172-31-25-12: ~  
ubuntu@ip-172-31-25-12:~$ ls  
code mycode newfile.txt  
ubuntu@ip-172-31-25-12:~$ rm newfile.txt  
ubuntu@ip-172-31-25-12:~$ ls  
code mycode  
ubuntu@ip-172-31-25-12:~$ rmdir mycode/  
rmdir: failed to remove 'mycode/': Directory not empty  
ubuntu@ip-172-31-25-12:~$ rm -r mycode/  
ubuntu@ip-172-31-25-12:~$ ls  
code  
ubuntu@ip-172-31-25-12:~$
```

Tree Commands

◆ du (du -h)

- Stands for **disk usage**.
- Reports the number of disk blocks used by a directory, the files it contains, and all the directories and files below it.



```
snow@snow-ubuntu: ~/2022s_OSP
snow@snow-ubuntu:~/2022s_OSP$ du
8      .
snow@snow-ubuntu:~/2022s_OSP$ du -h
8.0K    .
snow@snow-ubuntu:~/2022s_OSP$ ls -alh
total 12K
drwxrwxr-x  2 snow snow 4.0K  3월 10 12:53 .
drwxr-xr-x 28 snow snow 4.0K  3월 10 11:16 ..
-rw-rw-r--  1 snow snow   21  3월 10 12:53 myfile.txt
snow@snow-ubuntu:~/2022s_OSP$
```

◆ find

- **Searches** a directory and all its subdirectories for files and directories that match a description specified on the command line.

◆ `sudo fdisk -l`

- Creating and manipulating disk partition table

```
snow@snow-ubuntu: ~/2022s_OSP
snow@snow-ubuntu:~/2022s_OSP$ sudo fdisk -l
Disk /dev/loop0: 4 KiB, 4096 bytes, 8 sectors
Units: sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes

Disk /dev/loop1: 55.5 MiB, 58183680 bytes, 113640 sectors
Units: sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
```

◆ `df (df -h)`

- Disk free: check disk space

```
snow@snow-ubuntu: ~/2022s_OSP
snow@snow-ubuntu:~/2022s_OSP$ df -h
Filesystem      Size  Used Avail Use% Mounted on
udev            3.9G     0   3.9G   0% /dev
tmpfs           790M   1.9M  788M   1% /run
/dev/sda1       229G   19G  198G   9% /
tmpfs           3.9G     0   3.9G   0% /dev/shm
tmpfs           5.0M   4.0K   5.0M   1% /run/lock
tmpfs           3.9G     0   3.9G   0% /sys/fs/cgroup
/dev/loop1       56M    56M     0 100% /snap/core18/2253
/dev/loop2       62M    62M     0 100% /snap/core20/1328
/dev/loop3       56M    56M     0 100% /snap/core18/2284
/dev/loop5       163M   163M     0 100% /snap/gnome-3-28-1804/145
/dev/loop4       111M   111M     0 100% /snap/core/12725
/dev/loop8       2.5M   2.5M     0 100% /snap/gnome-calculator/884
```

Linux Manual

◆ man man

```
snow@snow-ubuntu: ~/2022s_OSP
MAN (1)                                Manual pager utils                                MAN (1)

NAME
    man - an interface to the system reference manuals

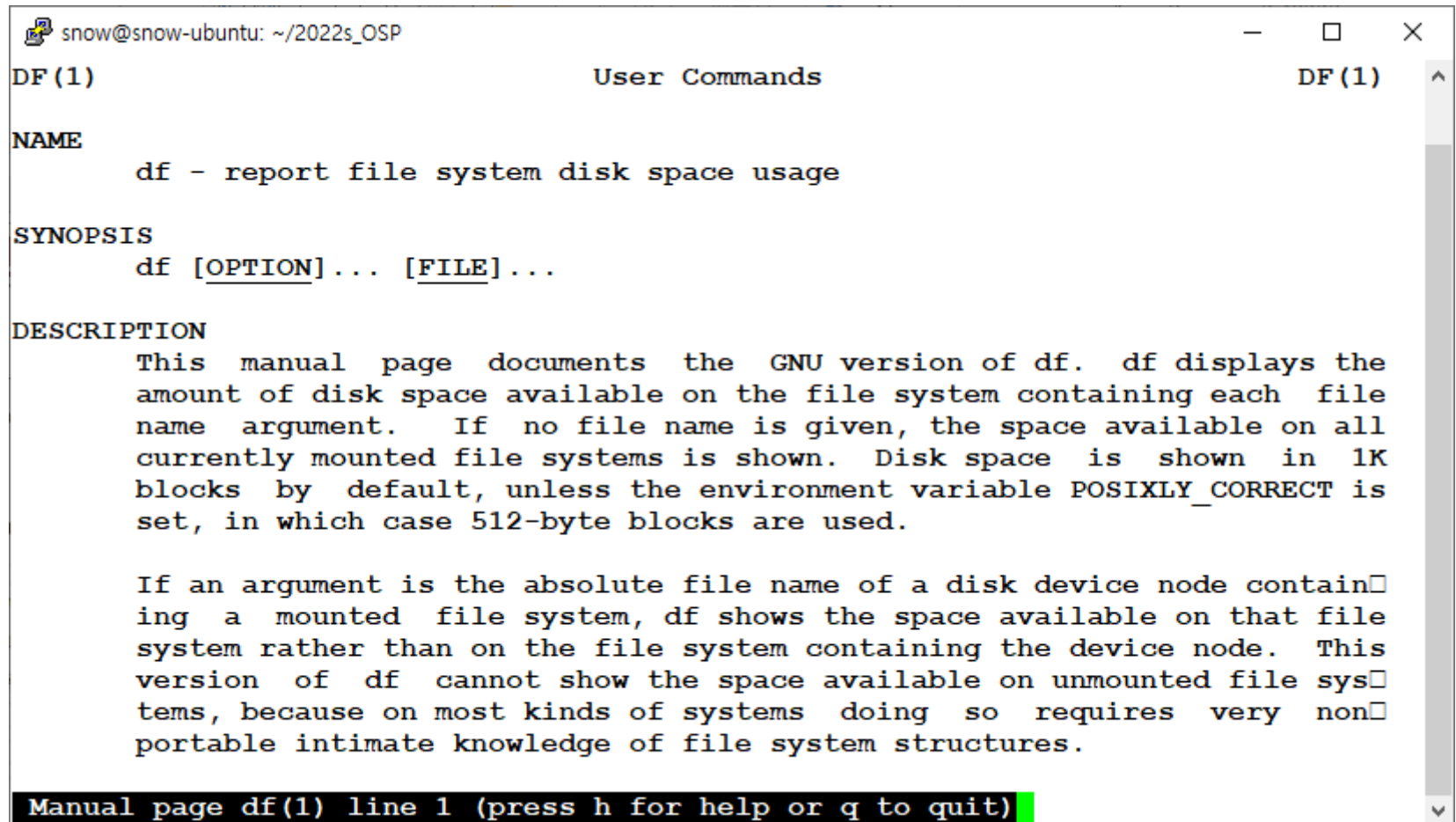
SYNOPSIS
    man [man options] [section] page ...
    man -k [apropos options] regexp ...
    man -K [man options] [section] term ...
    man -f [whatis options] page ...
    man -l [man options] file ...
    man -w|-W [man options] page ...

DESCRIPTION
    man is the system's manual pager. Each page argument given to man is normally the name of a program, utility or function. The manual page associated with each of these arguments is then found and displayed. A section, if provided, will direct man to look only in that section of the manual. The default action is to search in all of the available sections following a pre-defined order (see DEFAULTS), and to show only the first page found, even if page exists in several sections.

    The table below shows the section numbers of the manual followed by the
    Manual page man(1) line 1 (press h for help or q to quit)
```

q : quit
space : next page
b : before page

◆ man df



```

snow@snow-ubuntu: ~/2022s_OSP
DF(1)                                User Commands                                DF(1)

NAME
    df - report file system disk space usage

SYNOPSIS
    df [OPTION]... [FILE]...

DESCRIPTION
    This manual page documents the GNU version of df.  df displays the
    amount of disk space available on the file system containing each file
    name argument.  If no file name is given, the space available on all
    currently mounted file systems is shown.  Disk space is shown in 1K
    blocks by default, unless the environment variable POSIXLY_CORRECT is
    set, in which case 512-byte blocks are used.

    If an argument is the absolute file name of a disk device node contain-
    ing a mounted file system, df shows the space available on that file
    system rather than on the file system containing the device node.  This
    version of df cannot show the space available on unmounted file sys-
    tems, because on most kinds of systems doing so requires very non-
    portable intimate knowledge of file system structures.

Manual page df(1) line 1 (press h for help or q to quit)
```

◆ `man -k file` : keywords

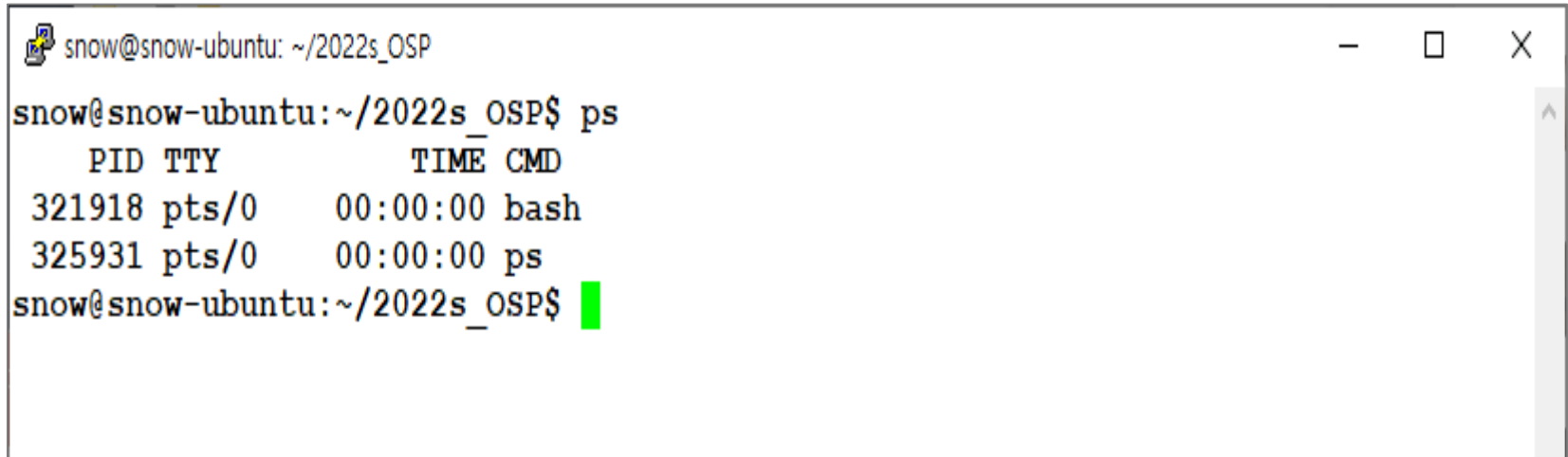
```
snow@snow-ubuntu: ~/2022s_OSP
snow@snow-ubuntu:~/2022s_OSP$ man -k file
IO::Async::File (3pm) - watch a file for changes
IO::Async::FileStream (3pm) - read the tail of a file
00-upstream-settings (5) - dconf configuration file
Font::TTF::Woff (3pm) - holds Web Open Font File (WOFF) data for the font
Thunar (1) - File Manager for the Xfce Desktop Environment
[ (1) - check file types and compare values
__fbufsize (3) - interfaces to stdio FILE structure
__flbf (3) - interfaces to stdio FILE structure
__fpending (3) - interfaces to stdio FILE structure
__freadable (3) - interfaces to stdio FILE structure
__freading (3) - interfaces to stdio FILE structure
__fsetlocking (3) - interfaces to stdio FILE structure
__fwritable (3) - interfaces to stdio FILE structure
__fwriting (3) - interfaces to stdio FILE structure
__flushlbf (3) - interfaces to stdio FILE structure
__llseek (2) - reposition read/write file offset
aa-exec (1) - confine a program with the specified AppArmor profile
aa-remove-unknown (8) - remove unknown AppArmor profiles
aa-teardown (8) - unload all AppArmor profiles
access (2) - check user's permissions for a file
access.conf (5) - the login access control table file
acct (5) - process accounting file
addmntent (3) - get filesystem descriptor file entry
```


- ◆ **grep** : print lines matching a pattern
- ◆ **man -k file | grep read**

```
snow@snow-ubuntu: ~/2022s_OSP
snow@snow-ubuntu:~/2022s_OSP$ man -k file | grep read
IO::Async::FileStream (3pm) - read the tail of a file
__freadable (3)             - interfaces to stdio FILE structure
__freading (3)              - interfaces to stdio FILE structure
__llseek (2)                - reposition read/write file offset
Archive::Zip::MemberRead (3pm) - A wrapper that lets you read Zip archive mem...
eventfd_read (3)           - create a file descriptor for event notification
fc-cat (1)                 - read font information cache files
fgetwc (3)                 - read a wide character from a FILE stream
fgetws (3)                 - read a wide-character string from a FILE stream
file2brl (1)               - Translate an xml or a text file into an embosser-ready...
fts_read (3)               - traverse a file hierarchy
getwc (3)                  - read a wide character from a FILE stream
git-prune-packed (1)       - Remove extra objects that are already in pack files
jstack (1)                 - Prints Java thread stack traces for a Java process, co...
llseek (2)                 - reposition read/write file offset
lseek (2)                  - reposition read/write file offset
lseek64 (3)                - reposition 64-bit read/write file offset
pppdump (8)                - convert PPP record file to readable format
pread (2)                  - read from or write to a file descriptor at a given offset
pread64 (2)                - read from or write to a file descriptor at a given offset
pwrite (2)                 - read from or write to a file descriptor at a given offset
pwrite64 (2)               - read from or write to a file descriptor at a given offset
read (2)                   - read from a file descriptor
```

Process Commands

- ◆ `ps` (`ps -la`, `ps -a`)



A terminal window titled 'snow@snow-ubuntu: ~/2022s_OSP' showing the output of the 'ps' command. The output is a table with columns: PID, TTY, TIME, and CMD. It lists two processes: 'bash' with PID 321918 and 'ps' with PID 325931. The prompt is 'snow@snow-ubuntu:~/2022s_OSP\$' followed by a green cursor.

```
snow@snow-ubuntu: ~/2022s_OSP
snow@snow-ubuntu:~/2022s_OSP$ ps
  PID TTY          TIME CMD
 321918 pts/0    00:00:00 bash
 325931 pts/0    00:00:00 ps
snow@snow-ubuntu:~/2022s_OSP$
```

- ◆ `kill -9 pid#` : kill a process #

- ♦ **top** : a real-time view of running processes in Linux and displays kernel-managed tasks

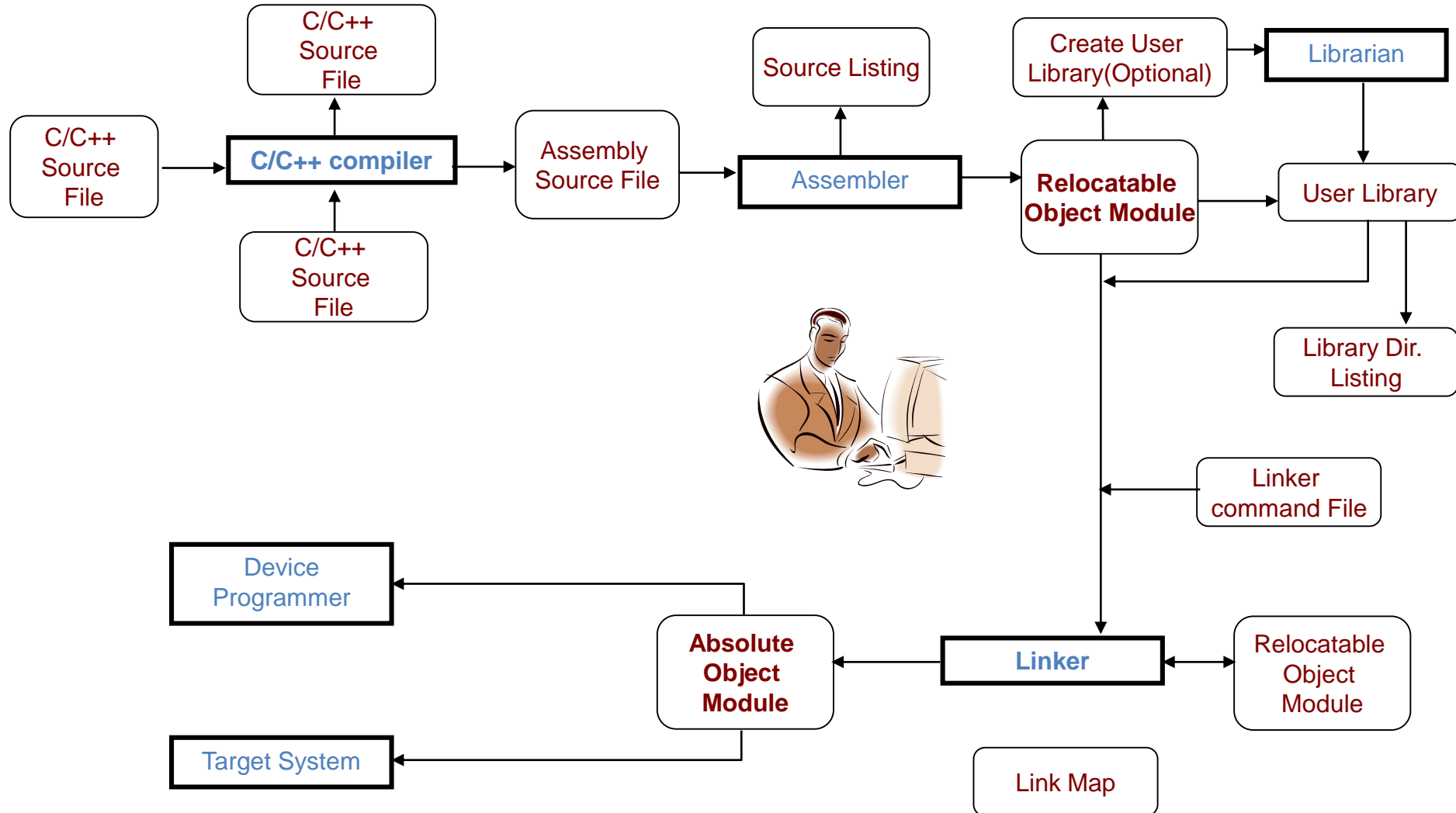
```
snow@snow-ubuntu: ~/2022s_OSP
snow@snow-ubuntu:~/2022s_OSP$ top
top - 16:54:43 up 14 days, 5:21, 2 users, load average: 0.01, 0.02, 0.00
Tasks: 256 total, 1 running, 255 sleeping, 0 stopped, 0 zombie
%Cpu(s): 0.1 us, 0.1 sy, 0.0 ni, 99.8 id, 0.0 wa, 0.0 hi, 0.0 si, 0.0 st
MiB Mem : 7892.9 total, 2574.7 free, 940.3 used, 4378.0 buff/cache
MiB Swap: 2048.0 total, 2048.0 free, 0.0 used. 6663.9 avail Mem
```

PID	USER	PR	NI	VIRT	RES	SHR	S	%CPU	%MEM	TIME+	COMMAND
208507	root	20	0	1714624	50660	28748	S	0.7	0.6	68:47.40	contain+
934	root	20	0	412644	21732	16956	S	0.3	0.3	94:07.55	Network+
1	root	20	0	169000	13236	8464	S	0.0	0.2	1:29.55	systemd
2	root	20	0	0	0	0	S	0.0	0.0	0:00.57	kthreadd
3	root	0	-20	0	0	0	I	0.0	0.0	0:00.00	rcu_gp
4	root	0	-20	0	0	0	I	0.0	0.0	0:00.00	rcu_par+
6	root	0	-20	0	0	0	I	0.0	0.0	0:00.00	kworker+
9	root	0	-20	0	0	0	I	0.0	0.0	0:00.00	mm_perc+
10	root	20	0	0	0	0	S	0.0	0.0	0:00.19	ksoftir+
11	root	20	0	0	0	0	I	0.0	0.0	2:35.80	rcu_sch+
12	root	rt	0	0	0	0	S	0.0	0.0	0:04.34	migrati+
13	root	-51	0	0	0	0	S	0.0	0.0	0:00.00	idle_in+
14	root	20	0	0	0	0	S	0.0	0.0	0:00.00	cpuhp/0
15	root	20	0	0	0	0	S	0.0	0.0	0:00.00	cpuhp/1
16	root	-51	0	0	0	0	S	0.0	0.0	0:00.00	idle_in+
17	root	rt	0	0	0	0	S	0.0	0.0	0:04.44	migrati+

Exit: Ctrl + C

C Programming Environment in GNU

System Software Development Process



Utilities for Systems Programming in UNIX

- ◆ **Editor : Vi / Vim**
- ◆ **C/C++ Compiler and Library Builder**
 - CC (C Compiler)
 - GCC (GNU Compiler Collection) : C, C++, Pascal, Ada, etc.
- ◆ **Make**
- ◆ **Debugger**
- ◆ **System Libraries**

Development System Roadmap

- ◆ **Programs :**

- /bin, /usr/bin
 - /usr/local/bin
 - .\$./mypgm

- ◆ **Header Files : to provide definitions of constant and declarations for system and library function calls**

- /usr/include
 - /home/mypgm/include
 - \$gcc -I/usr/openwin/include fred.c
 - \$grep EXIT_ *.h

- ◆ **Library Files :**

- /usr/lib
 - /home/mypgm/lib
 - xxx.a *for traditional, static libraries*
 - xxx.so and xxx.sa *for shared libraries*
 - \$gcc -o fred fred.c /usr/lib/libm.a
 - \$gcc -o x11fred -L/usr/openwin/lib x11fred.c -lx11

Create & Use Static Libraries

fred.c

```
#include <stdio.h>
void fred(int arg)
{
    printf("fred: you passed %d\n",arg);
}
```

bill.c

```
#include <stdio.h>
void bill(int arg)
{
    printf("bill: you passed %s\n",arg);
}
```

`$gcc -c bill.c fred.c`

`$ls *.o`

lib.h

```
/* This is lib.h. */
void fred(char *);
void bill(int);
```

mypgm.c

```
#include "lib.h"
int main()
{
    bill("Hello World");
    exit(0);
}
```

`$gcc -c mypgm.c`

`$gcc -o mypgm mypgm.o bill.o`

`$/mypgm`

`$ar crv libfoo.a bill.o fred.o`

→ create static library

`$ranlib libfoo.a`

→ generate library index

`$gcc -o mypgm mypgm.o libfoo.a`

or

`$gcc -o mypgm mrpgm.o -L. -lfoo`

Make

- **Command generator** using a description file and some general templates
- creates a **sequence of commands** for execution by the UNIX shell
- commands commonly relate to the **maintenance** of the files comprising a software development project.
- “Maintenance” refers to a whole array of tasks, ranging from status reporting and the purging of temporary files, to building the final, executable version of a complex group of programs
- most naturally used to sort out **dependency relations among files**
- Even relatively small software projects, If you modify one or more source files, you must **relink the program** after recompiling some of the sources.
- This process is normally **repeated many times** during the course of a project.

➔ We need **make** importantly !

How to write a Simple Makefile

\$make mypgm

- want to “make” a version - usually the [latest version](#) -- of “mypgm” program.
- if mypgm is an executable file, to perform all necessary compilation and linking required to create the file.
- Instead of entering a great many compile and linking commands by hand, you use *make* to [automate the process](#)
- We call “mypgm” program the **target** of the operation. And “mypgm” is built from one or more files, called **prerequisites** or **dependents**.
- In *make*, specifying the dependencies in a description file, defaulted file name is “*Makefile*”

The Description File

◆ Suppose you are writing a program that consists of :

- Three C language source files - main.c iodat.c dorun.c
- Assembly language code in lo.s, called by one of the C source.
- A set of library routines in /usr/fred/lib/crtn.a

◆ If you built the program by hand,...:

```
$gcc -c main.c
```

```
$gcc -c iodat.c
```

```
$gcc -c dorun.c
```

```
$as -o lo.o lo.s
```

```
$gcc -o program main.o iodat.o dorun.o lo.o -L/usr/fred/lib -lcrtn.a
```

◆ Need every times whenever rebuild, @.@"

The Description File (Cont.)

\$ vi Makefile

```
1.  program : main.o iodat.o dorun.o lo.o /usr/fred/lib/crtn.a
2.          cc -o program main.o iodat.o dorun.o lo.o /usr/fred/lib/crtn.a
3.  main.o : main.c
4.          cc -c main.c
5.  iodat.o : iodat.c
6.          cc -c iodat.c
7.  dorun.o : dorun.c
8.          cc -c dorun.c
9.  lo.o : lo.s
10.         as -o lo.o lo.s
```

\$ make program

Dependency Checking

- The numbering in Makefile show the execution sequence of commands
- Therefore, first of all, make checks *main.o*, *iodat.o*, *dorun.o*, *lo.o*, and *crtn.a* to see whether any of them are newer than *program* by Line 1
- Because all files in UNIX have the touched timing information
- If *program* was built since the latest modifications of all its prerequisites, *make* may decide that there is no need to rebuild it, and exit without issuing any commands
- If *main.c* in Line 3 was modified after the last time *main.o* was made, make executes the compile command in Line 4 and thus create a new, up-to-date *main.o*
- Assuming that *main.c* is the only file that changed since *program* was last built, the command executed by *make* are :

```
$cc -c main.c
```

```
$cc -o program main.o iodat.o dorun.o lo.o /usr/fred/lib/crtn.a
```

Minimizing Rebuilds

Suppose a program that can exist in several different versions:

`plot_prompt` : basic.o prompt.o

`cc -o plot_prompt basic.o prompt.o`

`plot_win` : basic.o window.o

`cc -o plot_win basic.o window.o`

`basic.o` : `basic.c`

`cc -c basic.c`

`prompt.o` : `prompt.c`

`cc -c prompt.c`

`window.o` : `window.c`

`cc -c window.c`

➔ `$make plot_prompt` or `$make plot_win`

Invoking *make*

\$make *target*

? `target` is up to date

\$make *nontarget*

→ *if no description in Makefile*

make: Don't know how to make nontarget. Stop.

\$make

→ the **first target** contained in the description file is made

Basic Rules in Syntax

- ♦ **Don't use tab as a first char in a line**
- ♦ **(\) at the end of the line, to continue a long line**
- ♦ **(#) beginning of comment line**

Tips :

clean :

/bin/rm -f core *.o

\$make clean

Macros

◆ Macro

name = hello world ;macro definition

\$(name) or \${name} ;references

→ *hello world*

◆ Example :

LIBES = -lX11

objs = drawable.o plot_points.o root_data.o

CC=gcc

23 = "This is the (23)rd run"

DEBUG_FLAG = #empty now, but assign -g for debugging

BINDIR = /usr/local/bin

plot : \${objs}

 \${CC} -o plot \${DEBUG_FLAG} \${objs} \${LIBS}

 mv plot \${BINDIR}

Macros (Cont.)

◆ Nested macros :

```
SOURCE = ${MY_SRC} ${SHARED_SRC}
MY_SRC = parse.c search.c
SHARED_DIR = /users/project/src
SHARED_SRC = ${SHARED_DIR}/depend.c
```

◆ Predefined Macros

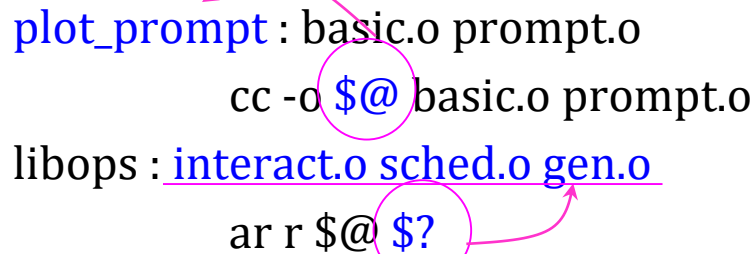
`${CC}`, `${LD}`

◆ Conventional Macros

`${CFLAGS}`, `${LDFLAGS}`

◆ Internal Macros

```
plot_prompt : basic.o prompt.o
               cc -o $@ basic.o prompt.o
libops : interact.o sched.o gen.o
               ar r $@ $?
```



Debugging with GDB

Purpose of a source-code debugger

- ♦ **A source-code debugger is a piece of software which can be used to find semantic (i.e. run-time) program errors.**
- ♦ **It should not be used to find syntax (i.e. compile-time) program errors.**

The gdb Source-Code Debugger

- ◆ **The gdb source-code debugger is available in the UNIX operating system environment.**
- ◆ **gdb can be used to perform the following operations which are very helpful in the process of debugging a compiled program :**
 - A. **Setting break-points:** Program execution can be temporarily suspended at specified points (called "break-points"). At the point of program **suspension**, specific values/outcomes can be displayed to determine their correctness. Upon program suspension, the programmer can interact with gdb and use its full set of commands to investigate the performance of the executing program before resuming program execution.
 - B. **Displaying program values and attributes:** gdb(dbx) can be made to display the current contents of variables as the program executes.
 - C. **Step** through a program line-by-line. Each line of the executable program can be executed one line at a time.

Compiling a Program that is to be Debugged with gdb

- ◆ The (source-code) program that is to be debugged using gdb must first be successfully compiled (no compilation errors found during compilation).
- ◆ Once the program source-code compiles successfully, compile it one more time using the `"-g"` compiler option as in:

```
$gcc -g source_code_file.cpp
```

- ◆ The use of the `"-g"` **compiler option** will cause the compiler to build special files/tables of data that gdb will need for subsequent debugging.

Invoking the gdb Debugger

- ◆ After compiling the source code file in the manner described above, the gdb debugger can be invoked to assist the programmer in debugging his/her program.
- ◆ To invoke gdb, get to the UNIX command-line prompt and enter:

 \$gdb executable_file
 where "executable_file" is the name of the compiled executable form of the program (which will be "a.out" unless you have changed its name).
- ◆ The gdb debugger will access the special files/tables created by using the "-g" compiler option.
- ◆ The gdb prompt "**(gdb)**" will be displayed and you will now be in the **gdb environment** and will be able to enter only gdb commands (no UNIX commands will be recognized).

Controlling the gdb debugger

- ◆ To abort your program you can type **ctrl-c**. From there you can see what line it was executing, look at the values of variables, etc.
- ◆ To restart a program from a stopped point. Type **cont** (as in **continue**) to keep running it from where you were.
- ◆ To exit the gdb(dbx) debugger and return to the UNIX command-line prompt, enter:
\$(gdb) quit
from the (gdb) command line.
- ◆ How to get more info about gdb.
\$(gdb) help

More debugging skills

(gdb) help

List of classes of commands:

running -- Running the program

stack -- Examining the stack

data -- Examining data

breakpoints -- Making program stop at certain points

files -- Specifying and examining files

status -- Status inquiries

support -- Support facilities

user-defined -- User-defined commands

aliases -- Aliases of other commands

obscure -- Obscure features

internals -- Maintenance commands

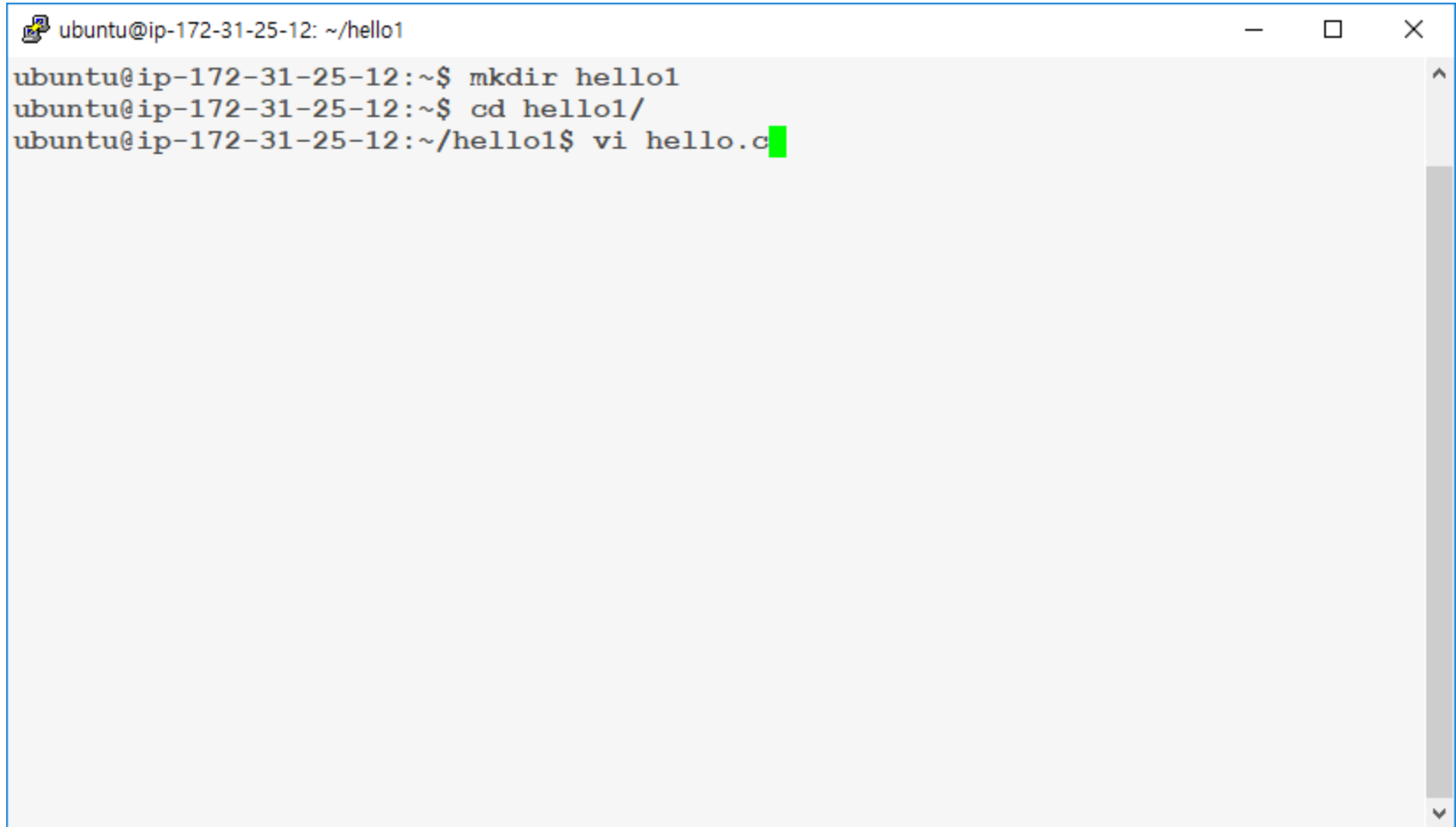
A typical debugging session might follow these steps:

- ① Invoke ***gdb*** on the executable file compiled with the ***-g*** option.
- ② Enter the gdb command ***break main***
- ③ Enter the gdb command ***run*** to start your program running Your program will suspend execution as soon as it gets to function "main" because the command above said to break in function "main"
- ④ Enter the gdb command ***step*** or ***next*** to execute the current line of the program. Remember "***step***" will jump into a function call, while "***next***" will jump over a function call.
- ⑤ Enter the gdb command ***print var_name*** to see the value stored in variable "var_name".

Simple Program

Write Sample code

- ◆ Create “hello.c” that prints “hello world”



```
ubuntu@ip-172-31-25-12: ~/hello1
ubuntu@ip-172-31-25-12:~$ mkdir hello1
ubuntu@ip-172-31-25-12:~$ cd hello1/
ubuntu@ip-172-31-25-12:~/hello1$ vi hello.c
```

A terminal window with a blue border and standard window controls (minimize, maximize, close) in the top right. The title bar shows the user 'ubuntu' and the current directory '~/hello1'. The terminal text shows the user creating a directory 'hello1', changing into it, and opening a new file 'hello.c' using the 'vi' editor. A green cursor is visible at the end of the last command.

ubuntu@ip-172-31-25-12: ~/hello1

```
#include <stdio.h>
```

```
int main(void)
```

```
{
```

```
    printf("hello world\n");
```

```
    return 0;
```

```
}
```

```
~
```

```
~
```

```
~
```

```
~
```

```
~
```

```
~
```

```
~
```

```
~
```

```
~
```

```
~
```

```
~
```

```
~
```

```
~
```

```
~
```

```
~
```

```
:wq
```

Compile C/C++ Program

◆ **cc filename**

- C compiler

◆ **gcc filename**

- GNU C Compiler from the GCC (GNU Compiler Collection)

◆ **g++ filename**

- GNU C++ Compiler from the GCC

◆ **(In general) use gcc → call cc**

◆ **Option**

-c : create object file

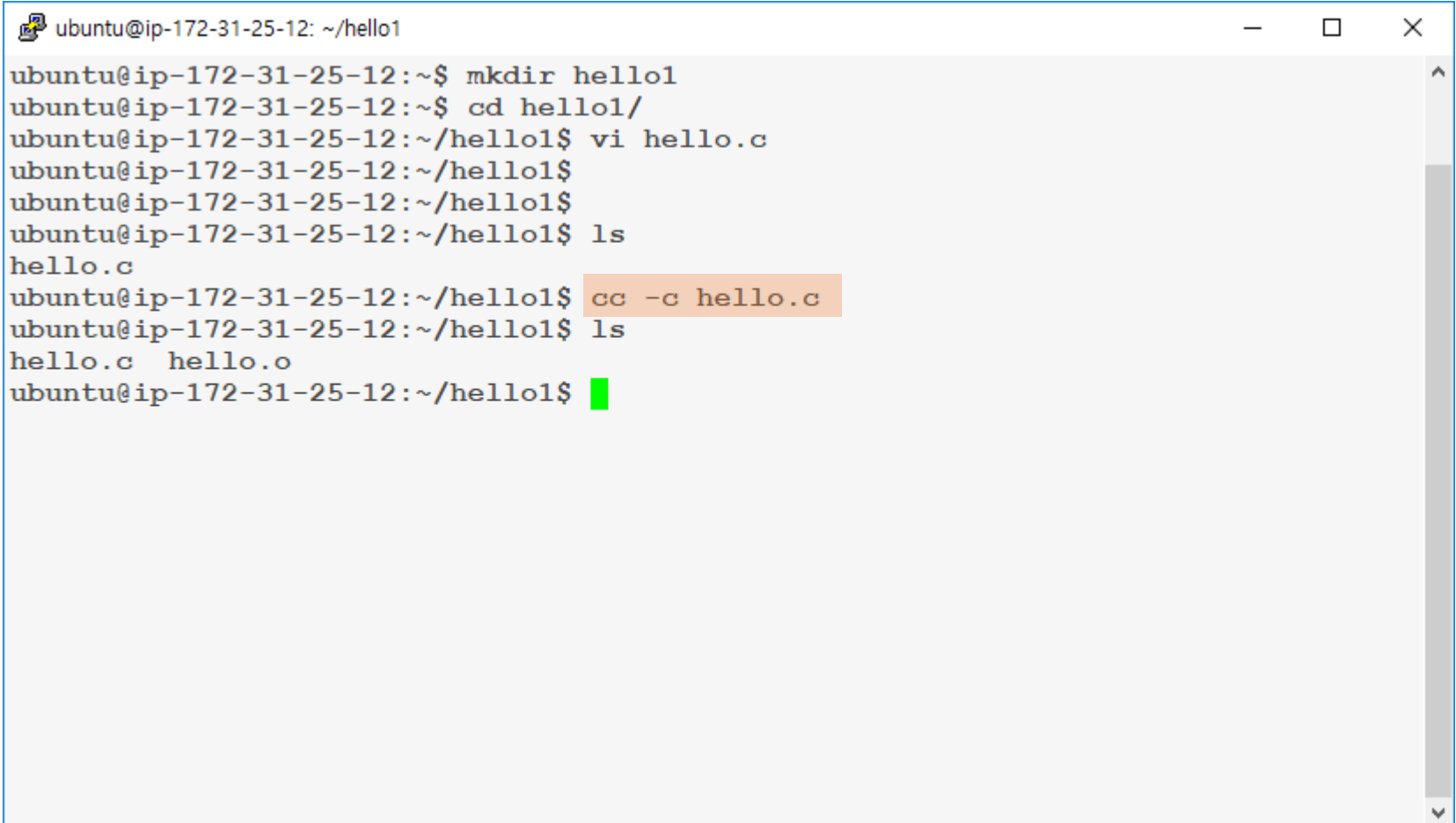
-o : create output(executable) file

(Without this option, the execute file name is a.out)

-g : add debugging info

◆ Create object file

- `cc -c hello.c`

A terminal window with a title bar showing a file icon, the text 'ubuntu@ip-172-31-25-12: ~/hello1', and standard window controls (minimize, maximize, close). The terminal content shows a series of commands and their outputs. The command 'cc -c hello.c' is highlighted with an orange background. The prompt changes from '~\$' to '~/hello1\$' after the 'cd' command. A green cursor is visible at the end of the final prompt.

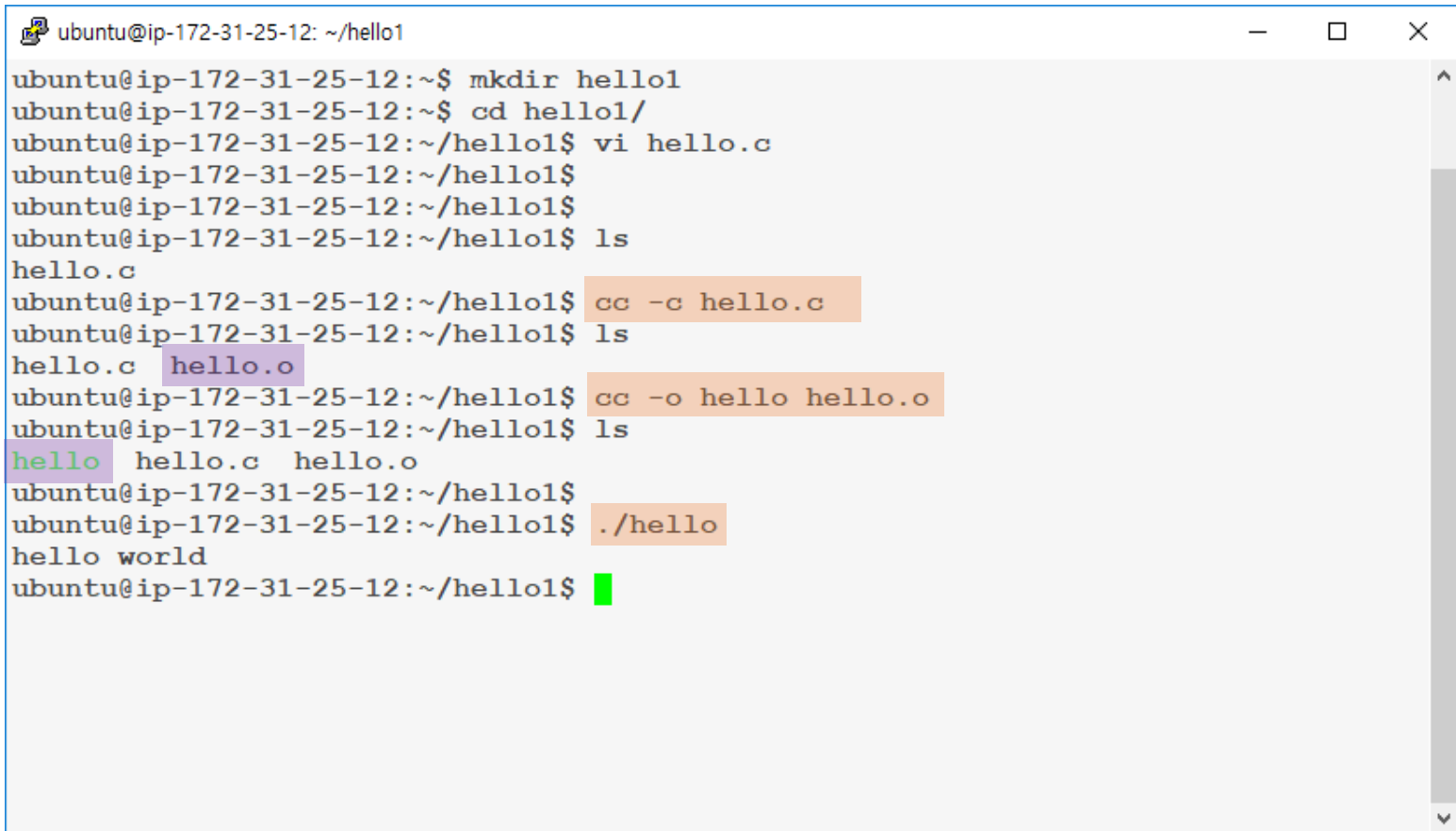
```
ubuntu@ip-172-31-25-12: ~/hello1
ubuntu@ip-172-31-25-12:~$ mkdir hello1
ubuntu@ip-172-31-25-12:~$ cd hello1/
ubuntu@ip-172-31-25-12:~/hello1$ vi hello.c
ubuntu@ip-172-31-25-12:~/hello1$
ubuntu@ip-172-31-25-12:~/hello1$
ubuntu@ip-172-31-25-12:~/hello1$ ls
hello.c
ubuntu@ip-172-31-25-12:~/hello1$ cc -c hello.c
ubuntu@ip-172-31-25-12:~/hello1$ ls
hello.c  hello.o
ubuntu@ip-172-31-25-12:~/hello1$
```

◆ Create execute file

- `cc -o hello hello.o`

◆ Run program

- `./hello`



```
ubuntu@ip-172-31-25-12: ~/hello1
ubuntu@ip-172-31-25-12:~$ mkdir hello1
ubuntu@ip-172-31-25-12:~$ cd hello1/
ubuntu@ip-172-31-25-12:~/hello1$ vi hello.c
ubuntu@ip-172-31-25-12:~/hello1$
ubuntu@ip-172-31-25-12:~/hello1$
ubuntu@ip-172-31-25-12:~/hello1$ ls
hello.c
ubuntu@ip-172-31-25-12:~/hello1$ cc -c hello.c
ubuntu@ip-172-31-25-12:~/hello1$ ls
hello.c  hello.o
ubuntu@ip-172-31-25-12:~/hello1$ cc -o hello hello.o
ubuntu@ip-172-31-25-12:~/hello1$ ls
hello  hello.c  hello.o
ubuntu@ip-172-31-25-12:~/hello1$
ubuntu@ip-172-31-25-12:~/hello1$ ./hello
hello world
ubuntu@ip-172-31-25-12:~/hello1$
```




A terminal window titled "snowflower@ubuntu: ~/sys_prog/hello2" with standard window controls (minimize, maximize, close). The terminal displays a sequence of commands and their outputs:

```
snowflower@ubuntu:~/sys_prog$ mkdir hello2
snowflower@ubuntu:~/sys_prog$
snowflower@ubuntu:~/sys_prog$ cd hello2
snowflower@ubuntu:~/sys_prog/hello2$
snowflower@ubuntu:~/sys_prog/hello2$ vi main.c
snowflower@ubuntu:~/sys_prog/hello2$ vi func.c
snowflower@ubuntu:~/sys_prog/hello2$ █
```

A program with 2 source files

◆ main.c

```
#include <stdio.h>

void func(void);

int main(void)
{
    printf("main.c\n");
    func();
    return 0;
}
```

◆ func.c

```
#include <stdio.h>

void func(void)
{
    printf("func.c\n");
}
```

◆ Create object & execute file

```
$ cc -o test main.c func.c  
$ ./test
```

```
($ cc main.c func.c -o test)
```

```
$ cc -c main.c  
$ cc -c func.c  
$ cc -o test main.o func.o  
$ ./test
```

```
($ cc main.o func.o -o test)
```

```
$ cc -c main.c func.c  
$ cc -o test main.o func.o  
$ ./test
```

gcc & make

◆ gcc, make version

```
snow@snow-ubuntu: ~  
snow@snow-ubuntu:~$ gcc -v  
Using built-in specs.  
COLLECT_GCC=gcc  
COLLECT_LTO_WRAPPER=/usr/lib/gcc/x86_64-linux-gnu/7/lto-wrapper  
OFFLOAD_TARGET_NAMES=nvptx-none  
OFFLOAD_TARGET_DEFAULT=1  
Target: x86_64-linux-gnu  
Configured with: ../src/configure -v --with-pkgversion='Ubuntu 7.5.0-3ubuntu1~18.04' --with-bugurl=file:///usr/share/doc/gcc-7/README.Bugs --enable-languages=c,ada,c++,go,brig,d,fortran,objc,obj-c++ --prefix=/usr --with-gcc-major-version-only --program-suffix=-7 --program-prefix=x86_64-linux-gnu- --enable-shared --enable-linker-build-id --libexecdir=/usr/lib --without-included-gettext --enable-threads=posix --libdir=/usr/lib --enable-nls --enable-bootstrap --enable-clocale=gnu --enable-libstdcxx-debug --enable-libstdcxx-time=yes --with-default-libstdcxx-abi=new --enable-gnu-unique-object --disable-vtable-verify --enable-libmpx --enable-plugin --enable-default-pie --with-system-zlib --with-target-system-zlib --enable-objc-gc=auto --enable-multiarch --disable-werror --with-arch-32=i686 --with-abi=m64 --with-multilib-list=m32,m64,mx32 --enable-multilib --with-tune=generic --enable-offload-targets=nvptx-none --without-cuda-driver --enable-checking=release --build=x86_64-linux-gnu --host=x86_64-linux-gnu --target=x86_64-linux-gnu  
Thread model: posix  
gcc version 7.5.0 (Ubuntu 7.5.0-3ubuntu1~18.04)  
snow@snow-ubuntu:~$ make -v  
GNU Make 4.1  
Built for x86_64-pc-linux-gnu  
Copyright (C) 1988-2014 Free Software Foundation, Inc.  
License GPLv3+: GNU GPL version 3 or later <http://gnu.org/licenses/gpl.html>  
This is free software: you are free to change and redistribute it.  
There is NO WARRANTY, to the extent permitted by law.  
snow@snow-ubuntu:~$
```

gcc & make install

♦ install make package

\$ sudo apt-get install build-essential

```
ubuntu@ip-172-31-25-12: ~  
ubuntu@ip-172-31-25-12:~$ sudo apt-get install build-essential  
Reading package lists... Done  
Building dependency tree  
Reading state information... Done  
The following additional packages will be installed:  
  binutils cpp cpp-5 dpkg-dev fakeroot g++ g++-5 gcc gcc-5  
  libalgorithm-diff-perl libalgorithm-diff-xs-perl libalgorithm-merge-perl  
  libasan2 libatomic1 libc-dev-bin libc6-dev libcc1-0 libcilkrts5 libdpkg-perl  
  libfakeroot libfile-fcntllock-perl libgcc-5-dev libgomp1 libisl15 libitm1  
  liblsan0 libmpc3 libmpx0 libquadmath0 libstdc++-5-dev libtsan0 libubsan0  
  linux-libc-dev make manpages-dev  
Suggested packages:  
  binutils-doc cpp-doc gcc-5-locales debian-keyring g++-multilib  
  g++-5-multilib gcc-5-doc libstdc++6-5-dbg gcc-multilib autoconf automake  
  libtool flex bison gdb gcc-doc gcc-5-multilib libgcc1-dbg libgomp1-dbg  
  libitm1-dbg libatomic1-dbg libasan2-dbg liblsan0-dbg libtsan0-dbg  
  libubsan0-dbg libcilkrts5-dbg libmpx0-dbg libquadmath0-dbg glibc-doc  
  libstdc++-5-doc make-doc  
The following NEW packages will be installed:  
  binutils build-essential cpp cpp-5 dpkg-dev fakeroot g++ g++-5 gcc gcc-5  
  libalgorithm-diff-perl libalgorithm-diff-xs-perl libalgorithm-merge-perl  
  libasan2 libatomic1 libc-dev-bin libc6-dev libcc1-0 libcilkrts5 libdpkg-perl  
  libfakeroot libfile-fcntllock-perl libgcc-5-dev libgomp1 libisl15 libitm1  
  liblsan0 libmpc3 libmpx0 libquadmath0 libstdc++-5-dev libtsan0 libubsan0  
  linux-libc-dev make manpages-dev  
0 upgraded, 36 newly installed, 0 to remove and 35 not upgraded.  
Need to get 38.2 MB of archives.  
After this operation, 144 MB of additional disk space will be used.  
Do you want to continue? [Y/n]
```

◆ \$ vi Makefile

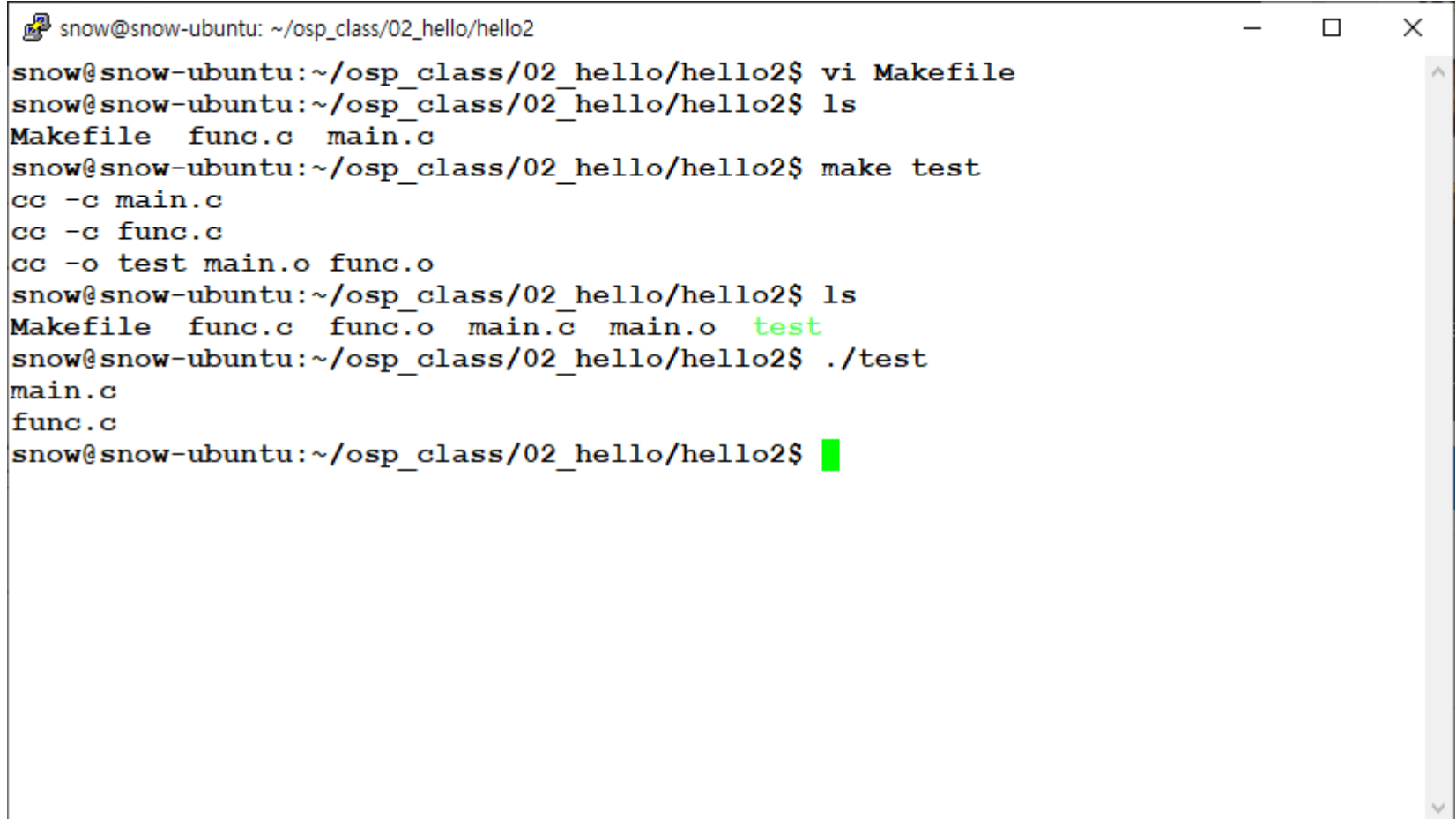
```
test : main.o func.o  
      cc -o test main.o func.o
```

```
main.o : main.c  
      cc -c main.c
```

```
func.o : func.c  
      cc -c func.c
```

◆ \$ make test

◆ \$./test

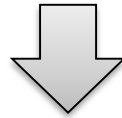


```
snow@snow-ubuntu: ~/osp_class/02_hello/hello2
snow@snow-ubuntu:~/osp_class/02_hello/hello2$ vi Makefile
snow@snow-ubuntu:~/osp_class/02_hello/hello2$ ls
Makefile  func.c  main.c
snow@snow-ubuntu:~/osp_class/02_hello/hello2$ make test
cc -c main.c
cc -c func.c
cc -o test main.o func.o
snow@snow-ubuntu:~/osp_class/02_hello/hello2$ ls
Makefile  func.c  func.o  main.c  main.o  test
snow@snow-ubuntu:~/osp_class/02_hello/hello2$ ./test
main.c
func.c
snow@snow-ubuntu:~/osp_class/02_hello/hello2$
```

♦ modify a file “func.c”

```
#include <stdio.h>

void func(void)
{
    printf("func.c\n");
}
```



```
#include <stdio.h>

void func(void)
{
    printf("func_new!!!!.c\n");
}
```


◆ \$ make test

◆ \$./test

```
snow@snow-ubuntu: ~/osp_class/02_hello/hello2
snow@snow-ubuntu:~/osp_class/02_hello/hello2$ vi Makefile
snow@snow-ubuntu:~/osp_class/02_hello/hello2$ ls
Makefile  func.c  main.c
snow@snow-ubuntu:~/osp_class/02_hello/hello2$ make test
cc -c main.c
cc -c func.c
cc -o test main.o func.o
snow@snow-ubuntu:~/osp_class/02_hello/hello2$ ls
Makefile  func.c  func.o  main.c  main.o  test
snow@snow-ubuntu:~/osp_class/02_hello/hello2$ ./test
main.c
func.c
snow@snow-ubuntu:~/osp_class/02_hello/hello2$
snow@snow-ubuntu:~/osp_class/02_hello/hello2$
snow@snow-ubuntu:~/osp_class/02_hello/hello2$ vi func.c
snow@snow-ubuntu:~/osp_class/02_hello/hello2$ make test
cc -c func.c
cc -o test main.o func.o
snow@snow-ubuntu:~/osp_class/02_hello/hello2$ ./test
main.c
func_new!!!!.c
snow@snow-ubuntu:~/osp_class/02_hello/hello2$
```

Any Questions...
Just Ask!

