# AMS Bootcamp 2025: Bash Shell, GitHub, and Python

#### **Outline**

- BASH
- Integrated Development Environment (IDE)
- Version control
- Jupyter Notebook
- Environment manager
- Formatter/linter
- Testing
- Al coding tools

#### Resources

- AMS Bootcamp GitHub Repository: <u>https://github.com/bknutson0/ams-coding-bootcamp</u>
- Michael's bootcamp repo (<a href="https://github.com/mivanit/bash-git-bootcamp">https://github.com/mivanit/bash-git-bootcamp</a>) and python projects template repo (<a href="https://github.com/mivanit/python-project-makefile-template">https://github.com/mivanit/python-project-makefile-template</a>)
- Course for scientific computing in python:
   <a href="https://opensourcecourse.dev/osc intro/intro.html">https://opensourcecourse.dev/osc intro/intro.html</a>
- Microsoft introduction to Python:
   <a href="https://vscodeedu.com/courses/intro-to-python">https://vscodeedu.com/courses/intro-to-python</a>
- Mines HPC guide: <a href="https://rc-docs.mines.edu/pages/user guides/new user guide.html">https://rc-docs.mines.edu/pages/user guides/new user guide.html</a>

#### Part 1 - Learning Objectives

- Bash: Basic Command line usage
- Integrated Development Environment (IDE): Work in a unified workspace
- Version control: Track changes to code
- Jupyter Notebook: Interactive computing and data visualization

#### **BASH (Bourne-Again SHell)**

**Shell** is an interface between the user and the operating system, allowing users to interact with the system through commands.

- Can be a:
  - Graphical User Interface (GUI) or a
  - Command-Line Interface (CLI), examples include:
    - BASH (Linux/MacOS)
    - PowerShell, Command Prompt (Windows)
    - Zsh (Z Shell), Fish (Friendly Interactive Shell), Csh (C Shell), etc.

#### **BASH** (Bourne-Again SHell)

**BASH**: a CLI available on most Linux and macOS operating systems. Can be installed on Windows (e.g., via Git Bash (<a href="https://git-scm.com/">https://git-scm.com/</a>))

#### Key Uses:

- Navigating and managing the file system
- Running commands
- Automating tasks with scripts
- Using version control (e.g., git )
- Remote access (e.g., ssh, scp)
- Redirection and piping

#### **Example of Bash commands**

- ls list files in the current directory
- cd change directory
- pwd print working directory
- mkdir make a new directory
- touch create a new file
- rm remove a file or directory
- cp / mv copy/move files or directories
- cat concatenate and display file contents
- other commands...

#### **Activity: Bash Commands**

- 1. Open your terminal (Bash shell).
- 2. Print your current working directory.
- 3. Create a new directory called <code>ams\_bootcamp</code>.
- 4. Change into the ams\_bootcamp directory.
- 5. Create a new file called hello\_world.txt.
- 6. Open hello\_world.txt in a text editor (e.g., vim, nano).
- 7. Write "Hello, AMS Bootcamp!" in the file.
- 8. Save and exit the text editor.
- 9. List contents of ams\_bootcamp directory to verify file was created.

#### Demo: Automating tasks with scripts

Run bash\_intro.py in the terminal

Run bash\_intro.sh to illustrate how to automate tasks with scripts.

#### Integrated Development Environment (IDE)

**IDEs** provide a unified workspace for coding, debugging, and testing.

- Examples: RStudio, MATLAB, PyCharm, Spyder, VSCode.
- Key VSCode features:
  - Code editor with syntax highlighting
  - Integrated terminal
  - Version control integration
  - Support for multiple programming languages
  - Installation of extensions for package management, linting, formatting, code completion, debugging, etc.

#### **Activity: Install VSCode**

- 1. Download and install **Visual Studio Code** from <a href="https://code.visualstudio.com/">https://code.visualstudio.com/</a>.
- 2. Create a new Python file (e.g., hello.py) and write a simple print statement: print("Hello, AMS Bootcamp!")
- 3. Open the integrated terminal in VSCode (View > Terminal).
- 4. Run the Python file using the integrated terminal:

python hello.py

#### **Version Control**

**Version control**: tracking changes to files over time.

- Benefits:
  - Recall specific versions later
  - Never lose code
  - Implement collaborative workflows
- A version control system (VCS) is a tool that helps us do this.

#### Git

- **Git** is a popular version control system
- Key Git commands:
  - o git init: Initialize a new Git repository
  - o git add <file>: Stage changes for commit
  - git commit -m "message": Commit staged changes
  - git branch: List, create, or delete branches

#### **Version Tracking with Git**

Using global env height:cm

#### **Branching and Merging**

Using global env height:cm

Using global env width:cm

#### **Activity: Git**

- 1. Open your terminal (Bash shell).
- 2. Create a new directory called ams\_git\_demo.
- 3. Change into the ams\_git\_demo directory.
- 4. Initialize a new Git repository in this directory using git init.
- 5. Create a new file called README.md and add some content to it.
- 6. Stage the file using git add README.md.
- 7. Commit the changes with a message using git commit -m "Initial commit".
- 8. Check the status of your Git repository using git status.

**GitHub** is a web-based platform for hosting Git repositories, enabling collaboration and sharing of code.

#### • Common Remote Repository Commands:

- o git clone <repo\_url> : Clone a remote repository
- git push: Push local commits to the remote repository
- o git pull: Fetch and merge changes from the remote repository

Using global env width:cm

#### **Activity: Clone a GitHub Repository**

- Clone the AMS Bootcamp repository
   (<a href="https://github.com/bknutson0/ams-coding-bootcamp">https://github.com/bknutson0/ams-coding-bootcamp</a>) from GitHub to your local machine
- You can make changes but you cannot push them back to the original repository
- If you want to make changes, you can fork the repository to your own GitHub account and then clone that forked repository

#### **Extra Activity: GitHub**

- 1. Create a GitHub account if you don't have one.
- 2. Create a new GitHub repository (e.g., ams-bootcamp).
- 3. Clone the repository to your local machine.
- 4. Create a new file in the cloned repository (e.g., README.md) and add some content.
- 5. Stage and commit your changes.
- 6. Push your changes to the remote repository on GitHub.
- 7. Verify that the changes appear in your GitHub repository.

#### Jupyter Notebooks/Google Colab

- Interactive environments for data analysis and visualization
- Support for rich media output (e.g., plots, images)
- Easy sharing and collaboration

**Activity**: Open a Jupyter Notebook or Google Colab and copy and paste the content of the bootcamp\_example.py file into various cells.

#### Summary

- BASH provides a text-based interface to interact with the operating system
- IDEs like VSCode offer a unified workspace for coding, debugging, and testing
- Version control with Git and GitHub allows tracking changes to code and collaboration
- Jupyter Notebook/Google Colab enables prototyping, interactive computing, and data visualization

### **Break**

Take a 5 min break and stretch your legs

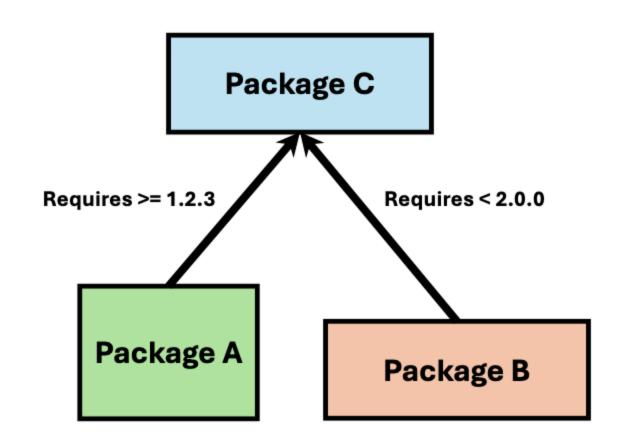
#### Part II

- Environment management: make code reproducible
- Formatting & linting: make code clean and consistent
- **Testing**: ensure code works as intended
- Al coding agents: pair code with Al

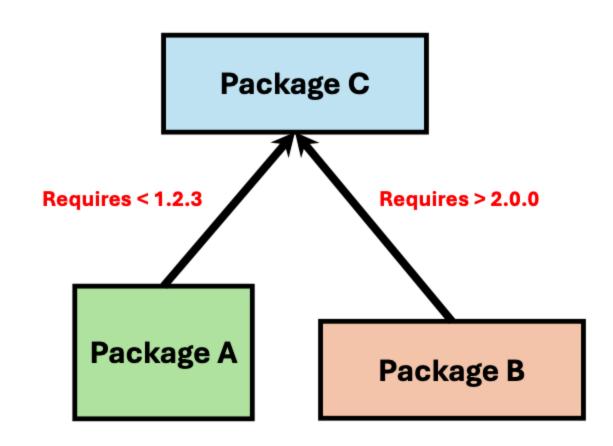
# **Environment management**

- Motivation: Make code reproducible by identifying and solving dependencies
- Examples: pip venv, conda, uv

# **Environment management**



# **Environment management**



# **Environment management with uv**



- Install uv here
- Basic commands:

```
uv init: create a new project
uv add <package> : add a dependency to the project
uv sync: install all dependencies
uv run <script.py> : run a script
uv help: display help information for uv commands
```

• Control all uv settings and dependencies in pyproject.toml

# **Environment management with uv**

# **Formatting**

- Motivation: Enforce consistent style (spacing, line lengths, etc.)
- Examples: isort, black, ruff

# Linting

- Motivation: Identify and fix potential bugs and remove logically unnecessary code
- Examples: pylint, flake8, ruff

# Formatting & linting with ruff

Format command:

```
uv run ruff format file_to_be_formatted.py
```

Lint command:

```
uv run ruff check --fix file_to_be_linted.py
```

- Or, simply use VSCode's ruff extension and format-on-save.
- Control all ruff settings (i.e. <u>rules</u>) in pyproject.toml

# Formatting & linting with ruff

Let's practice using ruff and pyproject.toml to format and lint src/format\_lint\_example.py.

# Formatting & linting with ruff

```
src >  format_lint_example.py
       import json
      import os, sys; import re
      from datetime import datetime, timedelta as td
      import math, random
      from collections import deque,
                                          Counter
      X = 42
      Y=3.14
      def greet(name = "world" ,exclaim=True , times =1):
          '''Sav hi.'''
          msg = "Hello, " + name + ("!" if exclaim==True else ".")
 12
          exclam = "!"*random.randint(1,4) if exclaim==True else "."
          long_line = "This is a very long line to push past one hundred and twenty characters so a forma
          for i in range(math.ceil(times)): print(msg + exclam)
          return (msg)
      def is even(n:int)->bool:
          """Return True if even."""
          if math.remainder(n,2)==0 :
              return True
          else:
              return False;
      def check number(value):
          """Check if a number is exactly 100."""
          if value is 100:
              return "Perfect score!"
          else:
              return "Not quite there yet"
```

```
src >  format_lint_example_fixed.py
      import math
      import random
      X = 42
      Y = 3.14
      def greet(name='world', exclaim=True, times=1):
          """Say hi."""
          msg = 'Hello, ' + name + ('!' if exclaim else '.')
          exclam = '!' * random.randint(1, 4) if exclaim else '.'
          for _i in range(math.ceil(times)):
              print(msg + exclam)
          return msg
      def is even(n: int) -> bool:
          """Return True if even."""
          return math.remainder(n, 2) == 0
20
      def check_number(value):
          """Check if a number is exactly 100."""
          if value == 100:
              return 'Perfect score!'
          else:
              return 'Not quite there yet'
```

# **Testing**

- Motivation: Ensure code is working as intended
- Examples: ... pytest
- To run tests: save tests as command uv run pytest tests/test\_<name>.py then run the

# **Testing**

- You can create a <u>GitHub Action workflow</u> so that GitHub automatically runs your tests on every push and pull request
- To do so, add <a href="mailto:.github/workflows/<name>.yml">.yml</a> to your repo and enable Actions in your GitHub repository settings
- See the example in this repo

## Al agent

- Motivation: Pair coding with an agent is the way of the future
- Examples: OpenAl Codex, Claude Code, GitHub Copilot
- All agents can read your repo and suggest changes based on conversation

## Al agent

- GitHub Copilot is a VS Code extension with a built-in interface that lets you select different models
- As a student, you can get GitHub Copilot Pro for free via GitHub's <u>Student Developer Pack</u>, which gives you access to more advanced models

# Al agent

Let's use GitHub Copilot to add a test for the <code>is\_even()</code> function.

## Thank you!

If you enjoyed this presentation, please consider giving a star to our <a href="GitHub repository">GitHub repository</a>