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Welcome to the course website for Computer Systems and Programming Tools in Spring 2024 with Professor Brown.

This class meets TuTh 12:30-1:45 in Ranger 302 and lab on Monday 3-4:45 in Ranger 202.

This website will contain the syllabus, class notes, and other reference material for the class.

# Navigating the Sections

The Syllabus section has logistical operations for the course broken down into sections. You can also read straight through by starting in the first one and navigating to the next section using the arrow navigation at the end of the page.

This site is a resource for the course. We do not follow a text book for this course, but all notes from class are posted in the notes section, accessible on the left hand side menu, visible on large screens and in the menu on mobile.

The resources section has links and short posts that provide more context and explanation. Content in this section is for the most part not strictly the material that you'll be graded on, but it is often material that will help you understand and grow as a programmer and data scientist.

# Reading each page

Some pages of the syllabus and resources are also notebooks, if you want to see behind the curtain of how I manage the course information.

```
# this is a comment in a code block  
command argument --option -a
```

```
command output  
important line, emphasized
```

## Try it Yourself

Notes will have exercises marked like this

## Question from Class

Questions that are asked in class, but unanswered at that time will be answered in the notes and marked with a box like this. Long answers will be in the main notes

## Further reading

Notes that are mostly links to background and context will be highlighted like this. These are optional, but will mostly help you understand code excerpts they relate to.

## Hint

Both notes and assignment pages will have hints from time to time. Pay attention to these on the notes, they'll typically relate to things that will appear in the assignment.

### Click here!

Special tips will be formatted like this

### Check your Comprehension

^

Questions to use to check your comprehension will look like this

### Contribute

Chances to earn community badges will sometimes be marked like this

# Computer Systems and Programming Tools

## About this course

In this course we will study the tools that we use as programmers and use them as a lens to study the computer system itself. We will begin with two fundamental tools: version control and the [shell](#). We will focus on [git](#) and [bash](#) as popular examples of each. Sometimes understanding the tools requires understanding an aspect of the system, for example [git](#) uses cryptographic [hashing](#) which requires understanding number systems. Other times the tools help us see how parts work: the [shell](#) is our interface to the operating system.

## About this syllabus

This syllabus is a *living* document. You can get notification of changes from GitHub by “watching” the [repository](#). You can view the date of changes and exactly what changes were made on the GitHub [repository](#) page.

Creating an [issue](#) is also a good way to ask questions about anything in the course it will prompt additions and expand the FAQ section.

### Should you download the syllabus and rely on your offline copy?

No, because the syllabus changes

## About your instructor

Name: Dr. Sarah M Brown Office hours: listed on communication page

Dr. Sarah M Brown is a third year Assistant Professor of Computer Science, who does research on how social context changes machine learning. Dr. Brown earned a PhD in Electrical Engineering from Northeastern University, completed a postdoctoral fellowship at University of California Berkeley, and worked as a postdoctoral research associate at Brown University before joining URI. At Brown University, Dr. Brown taught the Data and Society course for the Master's in Data Science Program. You can learn more about me at my [website](#) or my research on my [lab site](#).

You can call me Professor Brown or Dr. Brown, I use she/her pronouns.

The best way to contact me is e-mail or an [issue](#) on an assignment repo. For more details, see the [Communication Section](#)

## Land Acknowledgement

### **!** Important

The University of Rhode Island land acknowledgment is a statement written by members of the University community in close partnership with members of the Narragansett Tribe. For more information see [the university land acknowledgement page](#)

The University of Rhode Island occupies the traditional stomping ground of the Narragansett Nation and the Niantic People. We honor and respect the enduring and continuing relationship between the Indigenous people and this land by teaching and learning more about their history and present-day communities, and by becoming stewards of the land we, too, inhabit.

## Tools and Resources

We will use a variety of tools to conduct class and to facilitate your programming. You will need a computer with Linux, MacOS, or Windows. It is unlikely that a tablet will be able to do all of the things required in this course. A Chromebook may work, especially with developer tools turned on. Ask Dr. Brown if you need help getting access to an adequate computer.

All of the tools and resources below are either:

- paid for by URI **OR**
- freely available online.

## BrightSpace

On BrightSpace, you will find links to other resource, this site and others. Any links that are for private discussion among those enrolled in the course will be available only from Brightspace.

## Prismia chat

Our class link for [Prismia chat](#) is available on Brightspace. Once you've joined once, you can use the link above or type the url: prismia.chat. We will use this for chatting and in-class understanding checks.

On Prismia, all students see the instructor's messages, but only the Instructor and TA see student responses.

### **!** Important

Prismia is **only** for use during class, we do not read messages there outside of class time

You can get a transcript from class from Prismia.chat using the menu in the top right.

# Course Website

The course website will have content including the class policies, scheduling, class notes, assignment information, and additional resources.

Links to the course reference text and code documentation will also be included here in the assignments and class notes.

## GitHub

You will need a [GitHub](#) Account. If you do not already have one, please [create one](#) by the first day of class. If you have one, but have not used it recently, you may need to update your password and login credentials as the [Authentication rules](#) changed in Summer 2021.

You will also need the [gh CLI](#). It will help with authentication and allow you to work with other parts of [GitHub](#) besides the core [git](#) operations.

### Important

You need to install this on Mac

## Programming Environment

In this course, we will use several programming environments. In order to participate in class and complete assignments you need the items listed in the requirements list. The easiest way to meet these requirements is to follow the recommendations below. I will provide instruction assuming that you have followed the recommendations. We will add tools throughout the semester, but the following will be enough to get started.

### Warning

This is not technically a *programming* class, so you will not need to know how to write code from scratch in specific languages, but we will rely on programming environments to apply concepts.

## Requirements:

- Python with scientific computing packages (numpy, scipy, jupyter, pandas, seaborn, sklearn)
- a C compiler
- [Git](#)
- access to a bash [shell](#)
- A high compatibility web browser (Safari will sometimes fail; Google Chrome and Microsoft Edge will; Firefox probably will)
- [nano text editor](#) (comes with GitBash and default on MacOS)
- one IDE with [git](#) support (default or via extension)
- [the GitHub CLI](#) on all OSs

## Recommendation

[Windows- option A](#)    [Windows - option B](#)    [MacOS](#)    [Linux](#)    [Chrome OS](#)

- If you will not do any side projects, install python via [Anaconda video install](#)
- Otherwise, use the [base python installer](#) and then install libraries with pip
- Git and Bash with [GitBash \(video instructions\)](#).

## Zoom

(backup only & office hours only)

This is where we will meet if for any reason we cannot be in person. You will find the link to class zoom sessions on Brightspace.

URI provides all faculty, staff, and students with a paid Zoom account. It can run in your browser or on a mobile device, but you will be able to participate in office hours and any online class sessions if needed best if you download the [Zoom client](#) on your computer. Please [log in](#) and [configure your account](#). Please add a photo (can be yourself or something you like) to your account so that we can still see your likeness in some form when your camera is off. You may also wish to use a virtual background and you are welcome to do so.

For help, you can access the [instructions provided by IT](#).

## Grading

This section of the syllabus describes the principles and mechanics of the grading for the course. The course is designed around your learning so the grading is based on you demonstrating how much you have learned.

Additionally, since we will be studying programming tools, we will use them to administer the course. To give you a chance to get used to the tools there will be a grade free zone for the first few weeks.

Each section be viewed at two levels of detail. You can toggle the tabs and then the whole page will be at the level of your choice as you scroll.

[TL;DR](#)

[Full Detail](#)

this will be short explanations; key points you should **remember**

## Learning Outcomes

[TL;DR](#)

[Full Detail](#)

The goal is for you to learn and the grading is designed to as close as possible actually align to how much you have learned.

You should be a more independent and efficient developer and better collaborator on code projects by the end of the semester.

## Principles of Grading

TL;DR

Full Detail

- Learning happens with practice and feedback
- I value **learning** not perfect performance or productivity
- a C means you can follow a conversation about the material, but might need help to apply it
- a B means you can *also* apply it in basic scenarios or if the problem is broken down
- an A means you can *also* apply it in complex scenarios independently

*please do not make me give you less than a C, but a D means you showed up basically, but you may or may not have actually retained much*

The course is designed to focus on **success** and accumulating knowledge, not taking away points.

### 🔔 If you made an error in an assignment what do you need to do?

^

Read the suggestions and revise the work until it is correct.

## Penalty-free Zone

TL;DR

Full Detail

We will use developer tools to do everything in this class; in the long term this will benefit you, but it makes the first few weeks hard, so **mistakes in the first few weeks cannot hurt your grade** as long as you learn eventually.

Deadlines are *extra flexible* for 3 weeks while you figure things out.

### 🔔 What happens if you merged a PR without feedback?

^

During the Penalty-Free zone, we will help you figure that out and fix it so you get credit for it. After that, you have to fix it on your own (or in office hours) in order to get credit.

### ❗ Important

If there are terms in the rest of this section that do not make sense while we are in the penalty-free zone, do not panic. This zone exists to help you get familiar with the terms needed.

## What happens if you're confused by the grading scheme right now?

^

Nothing to worry about, we will review it again in week three after you get a chance to build the right habits and learn vocabulary. There will also be a lab activity that helps us to be sure that you understand it at that time.

# Learning Badges

**TL;DR** [Full Detail](#)

Different badges are different levels of complexity and map into different grades.

- experience: like attendance
- lab: show up & try
- review: understand what was covered in class
- practice: apply what was covered in class
- explore: get a mid-level understanding of a topic of your choice
- build: get a deep understanding of a topic of your choice

To pass:

- 22 experience badges
- 12 lab checkouts

Add 18 review for a C or 18 practice for a B.

For an A you can choose:

- 18 review + 3 build
- 18 practice + 6 explore

**you can mix & match, but the above plans are the simplest way there**

## Warning

These counts assume that the semester goes as planned and that there are 26 available badges of each base type (experience, review, practice). If the number of available badges decreases by more than 2 for any reason (eg snowdays, instructor illness, etc) the threshold for experience badges will be decreased.

All of these badges will be tracked through PRs in your kwl repo. Each PR must have a title that includes the badge type and associated date. We will use scripts over these to track your progress.

### **Important**

There will be 20 review and practice badges available after the penalty free zone. This means that missing the review and practice badges in the penalty free zone cannot hurt you. However, it does not mean it is a good idea to not attempt them, not attempting them at all will make future badges harder, because reviewing early ideas are important for later ideas.

You cannot earn both practice and review badges for the same class session, but most practice badge requirements will include the review requirements plus some extra steps.

In the second half of the semester, there will be special *integrative* badge opportunities that have multipliers attached to them. These badges will count for more than one. For example an integrative 2x review badge counts as two review badges. These badges will be more complex than regular badges and therefore count more.

### **Can you do any combination of badges?**



No, you cannot earn practice and review for the same date.

## **Experience Badges**

### **In class**

You earn an experience badge in class by:

- preparing for class
- following along with the activity (creating files, using git, etc)
- responding to 80% of inclass questions (even incorrect, `\idk`, `\ndgt`)
- reflecting on what you learned
- asking a question at the end of class

### **Makeup**

You can make up an experience badge by:

- preparing for class
- reading the posted notes
- completing the activity from the notes
- completeing an “experience report”
- attaching evidence as indicated in notes OR attending office hours to show the evidence

## 💡 Tip

On prismia questions, I will generally give a “Last chance to get an answer in” warning before I resume instruction. If you do not respond at all too many times, we will ask you to follow the makeup procedure instead of the In Class procedure for your experience badge.

To be sure that your response rate is good, if you are paying attention, but do not have an answer you can use one of the following special commands in prismia:

- `\idk`: “I am paying attention, but do not know how to answer this”
- `\dgt`: “I am paying attention, not really confused, but ran out of time trying to figure out the answer”

you can send these as plain text by pressing `enter` (not Mac) or `return` (on Mac) to send right away or have them render to emoji by pressing `tab`

An experience report is evidence you have completed the activity and reflection questions. The exact form will vary per class, if you are unsure, reach out ASAP to get instructions. These are evaluated only for completeness/ good faith effort. Revisions will generally not be required, but clarification and additional activity steps may be advised if your evidence suggests you may have missed a step.

### 🔔 Do you earn badges for prepare for class?



No, prepare for class tasks are folded into your experience badges.

### 🔔 What do you do when you miss class?



Read the notes, follow along, and produce an experience report or attend office hours.

### 🔔 What if I have no questions?



Learning to ask questions is important. Your questions can be clarifying (eg because you misunderstood something) or show that you understand what we covered well enough to think of hypothetical scenarios or options or what might come next. Basically, focused curiosity.

## Lab Checkouts

You earn credit for lab by attending and completing core tasks as defined in a lab issue posted to your repo each week. Work that needs to be correct through revisions will be left to a review or practice badge.

You will have to have a short meeting with a TA or instructor to get credit for each lab. In the lab instructions there will be a checklist that the TA or instructor will use to confirm you are on track. In these conversations, we will make sure that you know how to do key procedural tasks so that you are set up to continue working independently.

To make up a lab, complete the tasks from the lab issue on your own and attend office hours to complete the checkout.

## Review and Practice Badges

The tasks for these badges will be defined at the bottom of the notes for each class session *and* aggregated to badge-type specific pages on the left hand side fo the course website.

You can earn review and practice badges by:

- creating an [issue](#) for the badge you plan to work on
- completing the tasks
- submitting files to your KWL on a new [branch](#)
- creating a PR, linking the [issue](#), and requesting a review
- revising the PR until it is approved
- merging the PR after it is approved

### Where do you find assignments?



At the end of notes and on the separate pages in the activities section on the left hand side

### You should create one PR per badge

The key difference between review and practice is the depth of the activity. Work submitted for review and practice badges will be assessed for correctness and completeness. Revisions will be common for these activities, because understanding correctly, without misconceptions, is important.

#### Important

Revisions are to help you improve your work **and** to get used to the process of making revisions. Even excellent work can be improved. The **process** of making revisions and taking good work to excellent or excellent to exceptional is a useful learning outcome. It will help you later to be really good at working through PR revisions; we will use the same process as code reviews in industry, even though most of it will not be code alone.

## Explore Badges

Explore badges require you to pose a question of your own that extends the topic. For inspiration, see the practice tasks and the questions after class.

Details and more ideas are on the [explore](#) page.

You can earn an explore badge by:

- creating an [issue](#) proposing your idea (consider this ~15 min of work or less)
- adjusting your idea until given the proceed label
- completing your exploration
- submitting it as a PR

- making any requested changes
- merging the PR after approval

For these, ideas will almost always be approved, the proposal is to make sure you have the right scope (not too big or too small). Work submitted for explore badges will be assessed for depth beyond practice badges and correctness. Revisions will be more common on the first few as you get used to them, but typically decrease as you learn what to expect.

### Important

Revisions are to help you improve your work **and** to get used to the process of making revisions. Even excellent work can be improved. The **process** of making revisions and taking good work to excellent or excellent to exceptional is a useful learning outcome. It will help you later to be really good at working through PR revisions; we will use the same process as code reviews in industry, even though most of it will not be code alone.

**You should create one PR per badge**

## Build Badges

Build badges are for when you have an idea of something you want to do. There are also some ideas on the [build](#) page.

You can earn a build badge by:

- creating an [issue](#) proposing your idea and iterating until it is given the “proceed” label
- providing updates on your progress
- completing the build
- submitting a summary report as a PR linked to your proposal [issue](#)
- making any requested changes
- merging the PR after approval

**You should create one PR per badge**

For builds, since they’re bigger, you will propose intermediate milestones. Advice for improving your work will be provided at the milestones and revisions of the complete build are uncommon. If you do not submit work for intermediate review, you may need to revise the complete build. The build proposal will be assessed for relevance to the course and depth. The work will be assessed for completeness in comparison to the proposal and correctness. The summary report will be assessed only for completeness, revisions will only be requested for skipped or incomplete sections.

## Community Badges

[TL;DR](#)

[Full Detail](#)

These are like extra credit, they have very limited ability to make up for missed work, but can boost your grade if you are on track for a C or B.

## Free corrections

TL;DR

Full Detail

If you get a  apply the changes to get credit.

### Important

These free corrections are used at the instructional team's discretion and are not guaranteed.

This means that, for example, the first time you make a particular mistake, might get a , but the second time you will probably get a hint, and a third or fourth time might be a regular revision with a comment like [see #XX and fix accordingly](#) where XX is a link to a previous badge.

 IDEA

^

If the course response rate on the IDEA survey is about 75%,  will be applicable to final grading. **this includes the requirement of the student to reply**

## Ungrading Option

TL;DR

Full Detail

You should try to follow the grading above; but sometimes weird things happen. I care that you learn.

If you can show you learned in some other way besides earning the badges above you may be able to get a higher grade than your badges otherwise indicate.

 What do you think?

^

share your thoughts on this option [in the discussions for the class](#) and then log it for a community badge!

## Badge Deadlines and Procedures

This page includes more visual versions of the information on the [grading](#) page. You should read both, but this one is often more helpful, because some of the processes take a lot of words to explain and make more sense with a diagram for a lot of people.

► Show code cell source

```

-----  

TypeError                                         Traceback (most recent call last)  

Cell In[1], line 31  

 28 complete_deadline = date.today() - timedelta(14)  

 29 # mark eligible experience badges  

--> 31 badge_target_df['experience'][date.fromisoformat(badge_target_df['date']) <= today] = 'eligible'  

 32 # mark targets, cascading from most recent to oldest to not have to check < and >  

 33 badge_target_df['review_target'][badge_target_df['date'] <= today] = 'active'  

TypeError: fromisoformat: argument must be str

```

**November 5 above will actually be on November 6**

## Getting Feedback

Who should you request/assign?

course item type	issue assignee	PR reviewer
prepare work	not required; can be student	none requierd; merge to experience branch
experience badge	N/A	@VioletVex (will be automatic)
practice badge	not required; can be student	@instructors (will then convert to 1/3 people)
review badge	not required; can be student	@instructors (will then convert to 1/3 people)
explore badge	proposal, assigned to @brownsarahm (also student optionally)	@brownsarahm
build badge	proposal, assigned to @brownsarahm (also student optionally)	@brownsarahm
anything merged pre-emptively in penalty free	@brownsarahm	clear others

## Deadlines

We do not have a final exam, but URI assigns an exam time for every class. The date of that assigned exam will be the final due date for all work including all revisions.

## Experience badges

Prepare for class tasks must be done before class so that you are prepared. Missing a prepare task could require you to do an experience report to make up what you were not able to do in class.

If you miss class, the experience report should be at least attempted/drafted (though you may not get feedback/confirmation) before the next class that you attend. This is strict, not as punishment, but to ensure that you are able to participate in the next class that you attend. Skipping the experience report for a missed class, may result in needing to do an experience report for the next class you attend to make up what you were not able to complete due to the missing class activities.

If you miss multiple classes, create a catch-up plan to get back on track by contacting Dr. Brown.

## Review and Practice Badges

These badges have 5 stages:

- posted: tasks are on the course website and an [issue](#) is created
- started: one task is attempted and a draft PR is open
- completed: all tasks are attempted PR is ready for review, and a review is requested
- earned: PR is approved (by instructor or a TA) and work is merged

### Tip

these badges *should* be started before the next class. This will set you up to make the most out of each class session. However, only prepare for class tasks have to be done immediately.

These badge badges must be *started* within one week of when they are posted (2pm) and *completed* within two weeks. A task is attempted when you have answered the questions or submitted evidence of doing an activity or asked a sincere clarifying question.

If a badge is planned, but not started within one week it will become expired and ineligible to be earned. You may request extensions to complete a badge by updating the PR message, these will typically be granted. Extensions for starting badges will only be granted in exceptional circumstances.

Expired badges will receive a comment and be closed

Once you have a good-faith attempt at a complete badge, you have until the end of the semester to finish the revisions in order to *earn* the badge.

### Tip

Try to complete revisions quickly, it will be easier for you

## Explore Badges

Explore badges have 5 stages:

- proposed: issue created
- in progress: issue is labeled “proceed” by the instructor
- complete: work is complete, PR created, review requested
- revision: “request changes” review was given

- earned: PR approved

Explore badges are feedback-limited. You will not get feedback on subsequent explore badge proposals until you earn the first one. Once you have one earned, then you can have up to two in progress and two in revision at any given time. At most, you will receive feedback for one explore badge per week, so in order to earn six, your first one must be complete by March 18.

## Build Badges

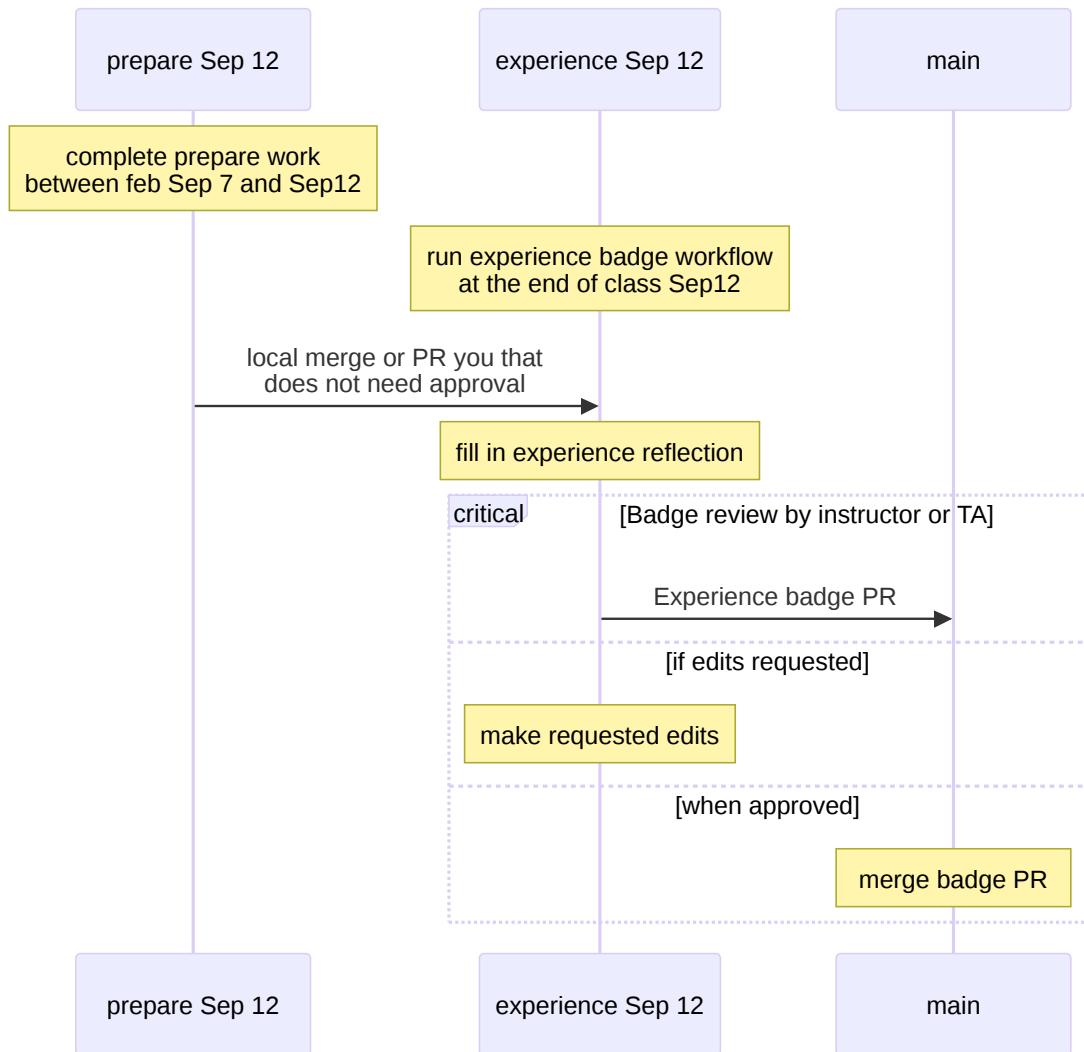
At most one build badge will be evaluated every 4 weeks. This means that if you want to earn 3 build badges, the first one must be in 8 weeks before the end of the semester, March 4. The second would be due April 1st, and the third submitted by the end of classes, April 29th.

## Procedures

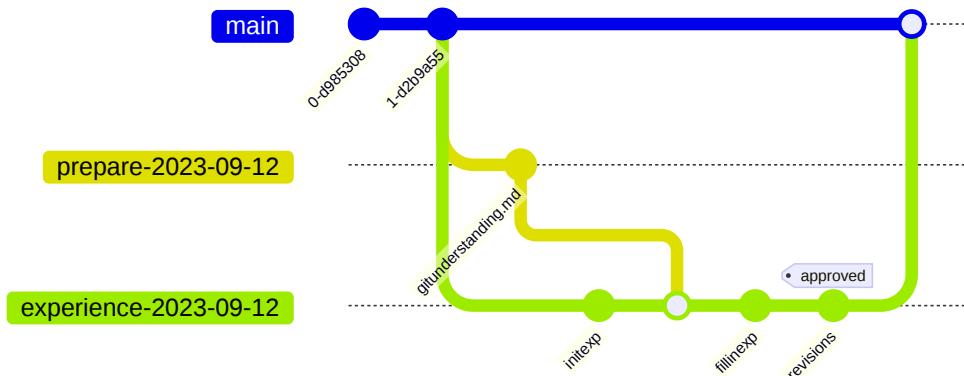
### Prepare work and Experience Badges Process

This is for a single example with specific dates, but it is similar for all future dates

The columns (and purple boxes) correspond to branches in your KWL repo and the yellow boxes are the things that you have to do. The “critical” box is what you have to wait for us on. The arrows represent PRs (or a local merge for the first one)



In the end the commit sequence for this will look like the following:



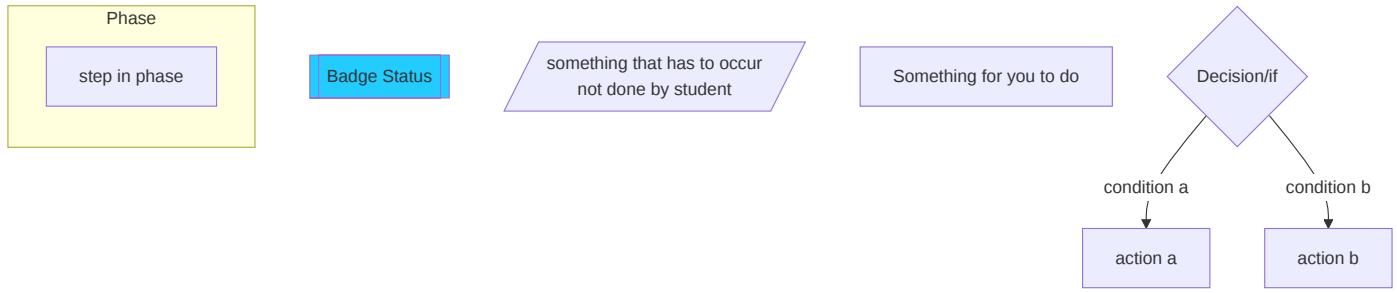
You can merge the prepare into the experience with a PR or on the command line, your choice.

Where the "approved" tag represents and approving review on the PR.

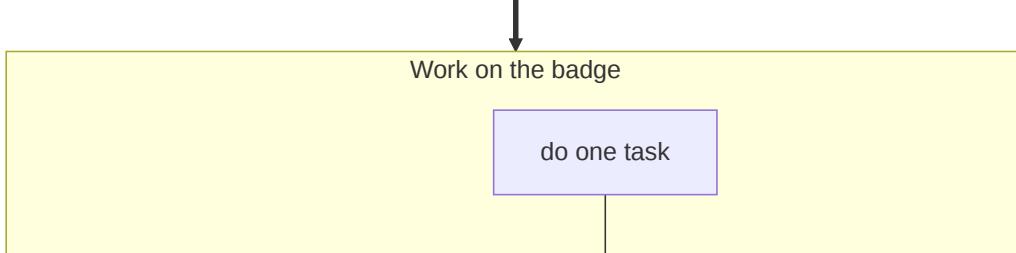
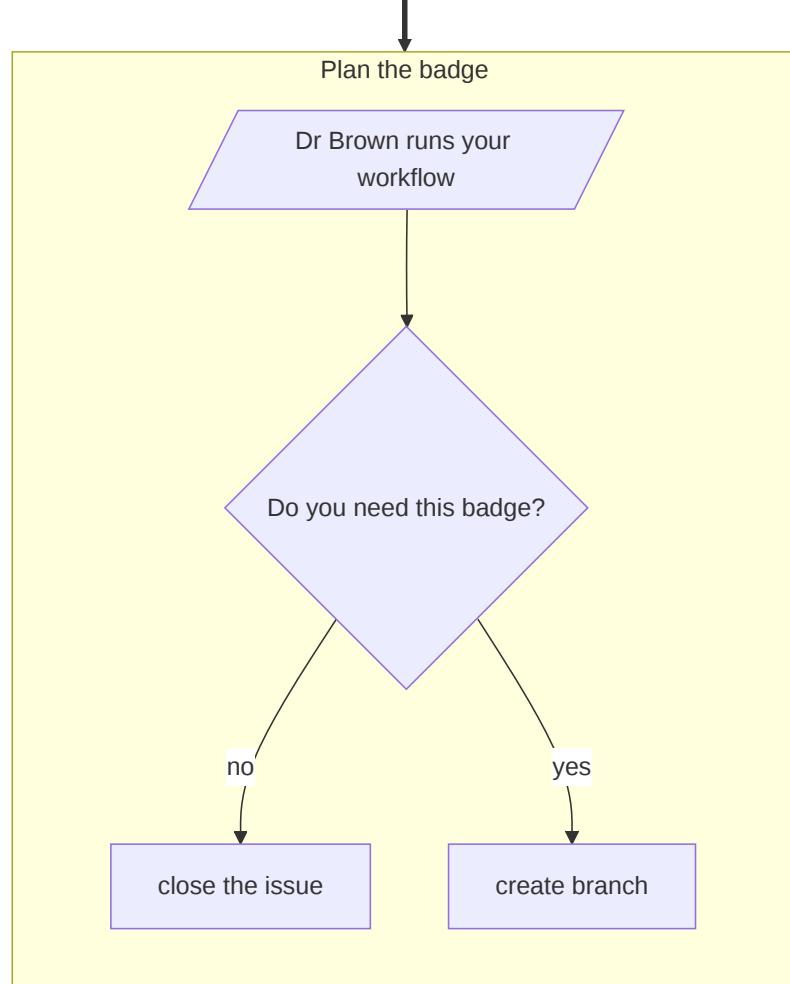
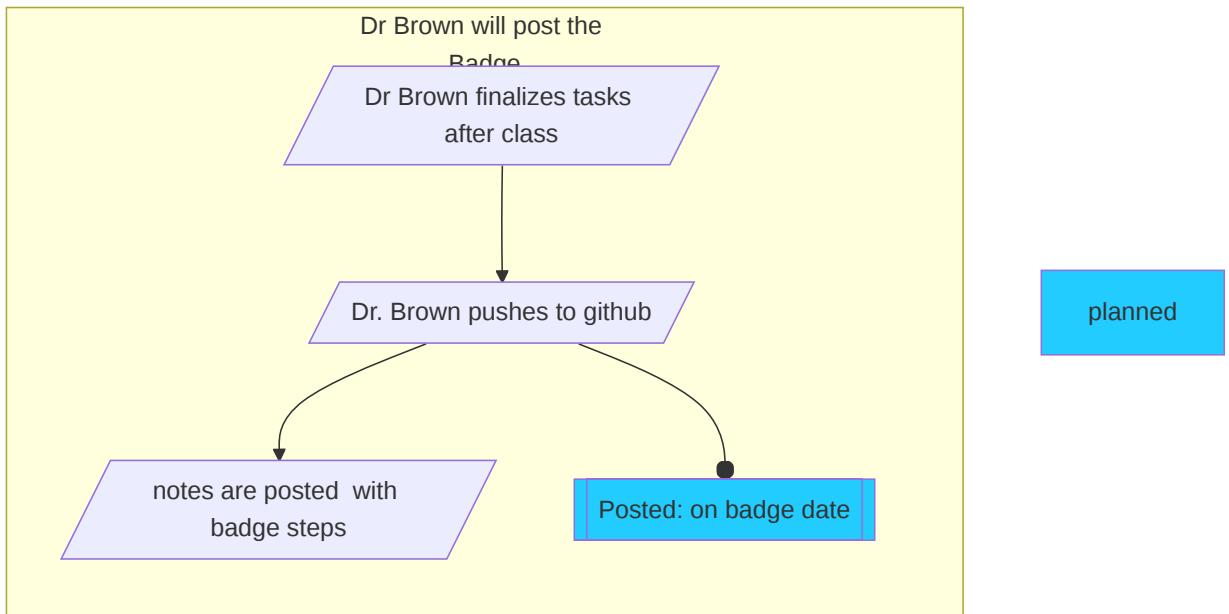
You can, once you know how, do this offline and do the merge with in the CLI instead of with a PR.

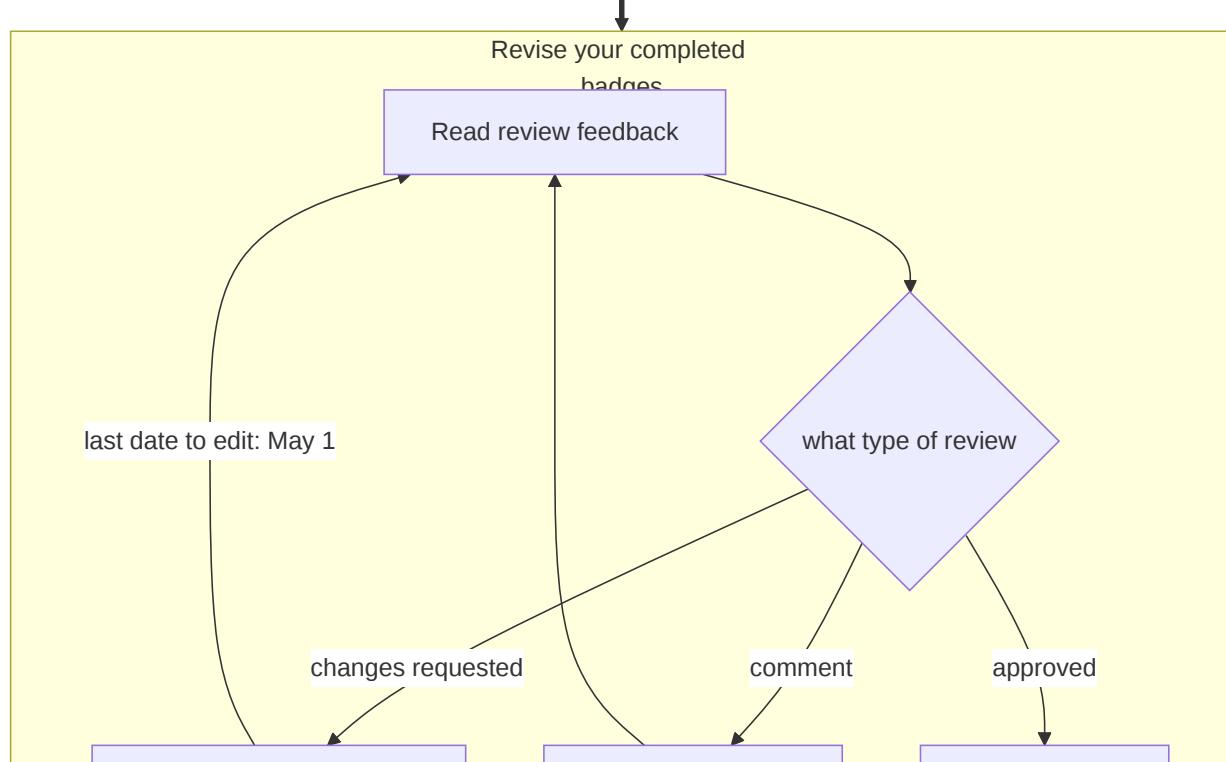
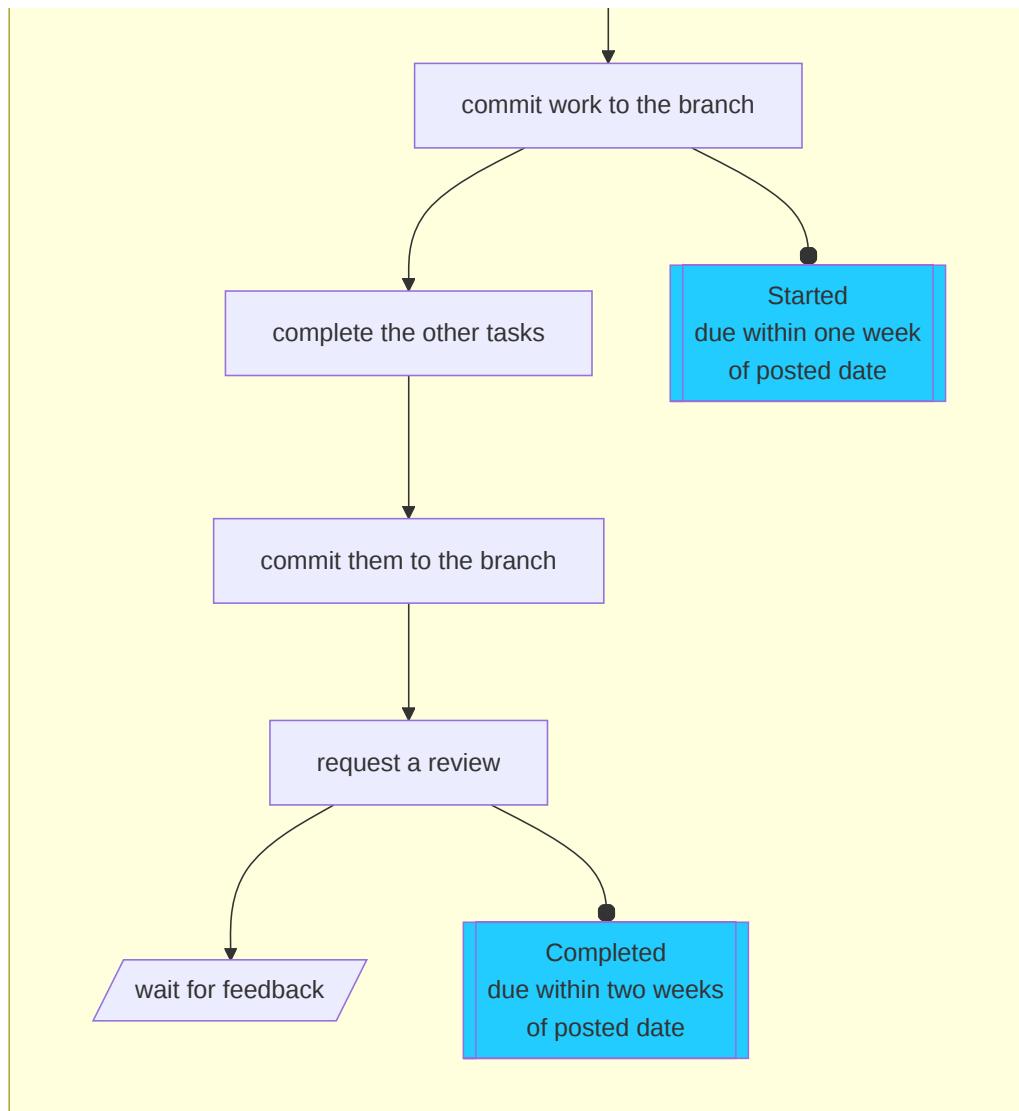
## Review and Practice Badge

Legend:



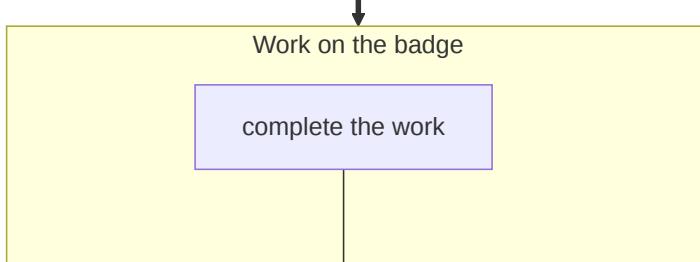
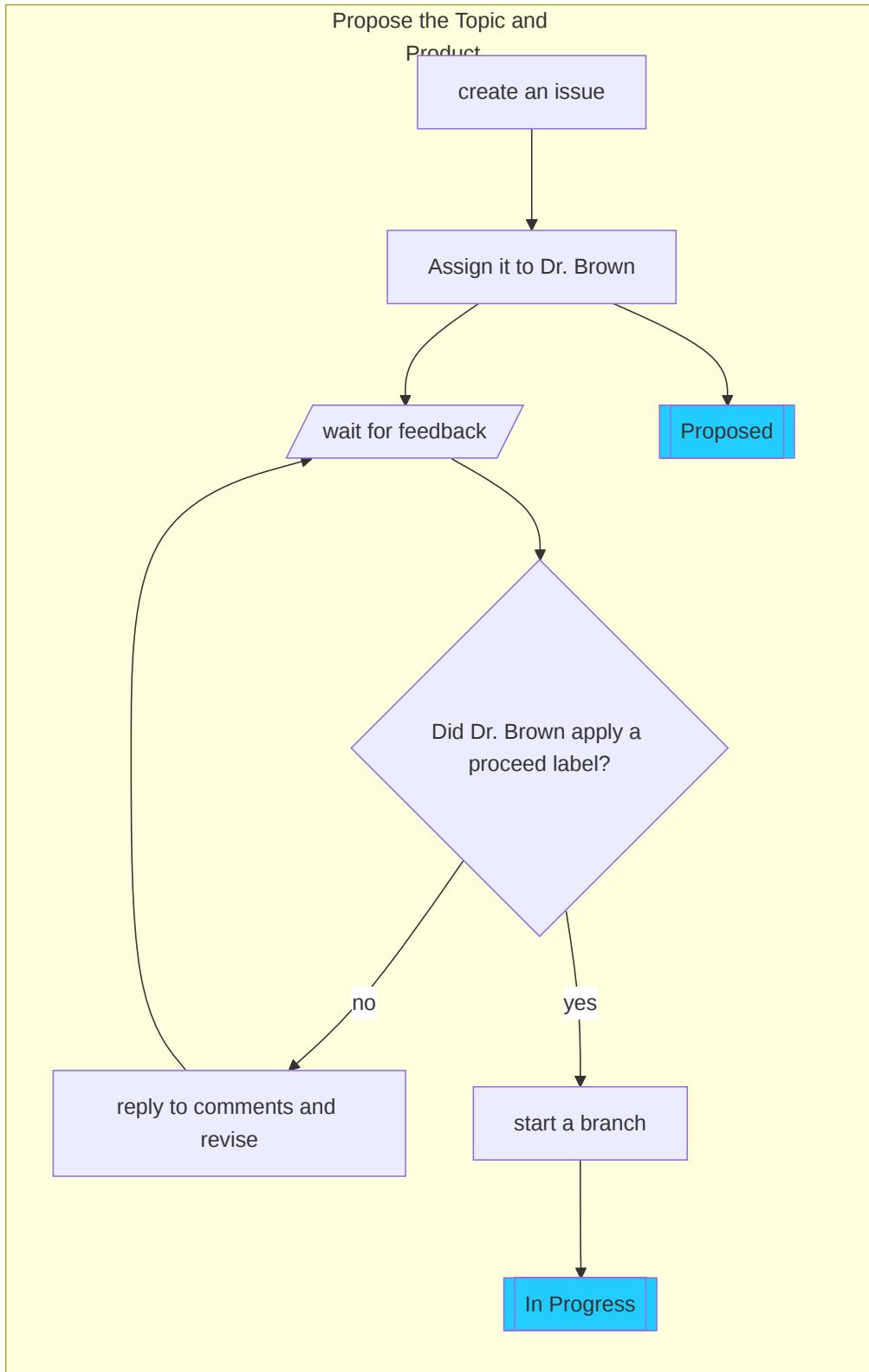
This is the general process for review and practice badges

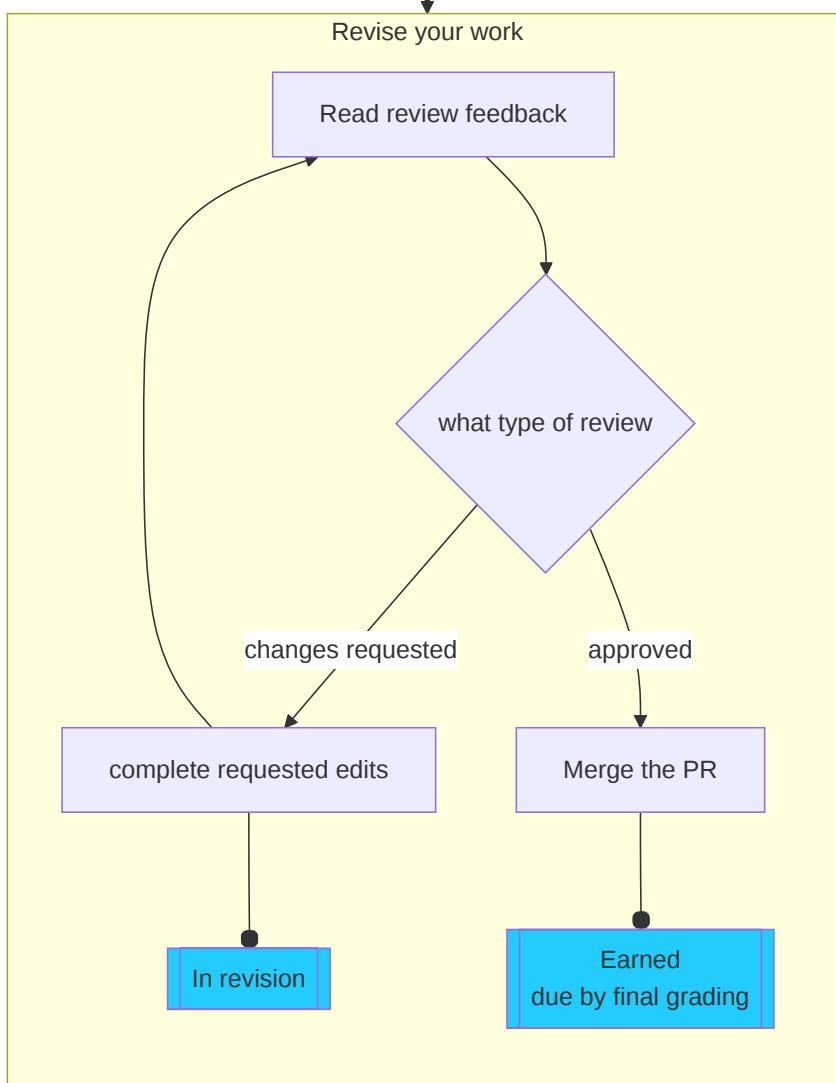
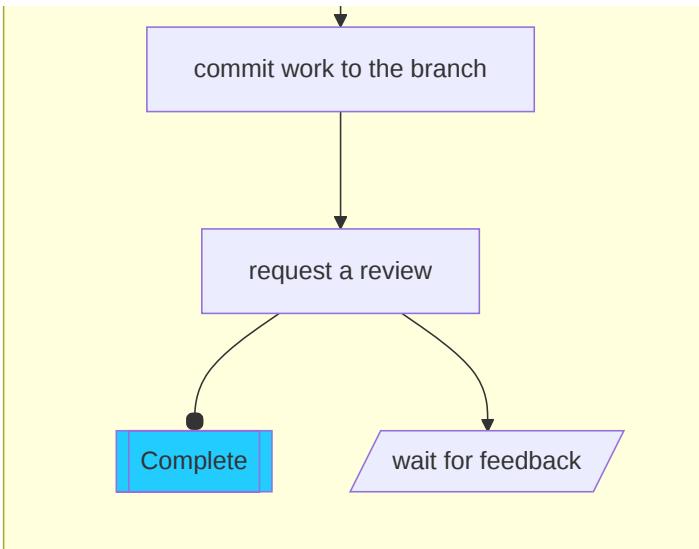




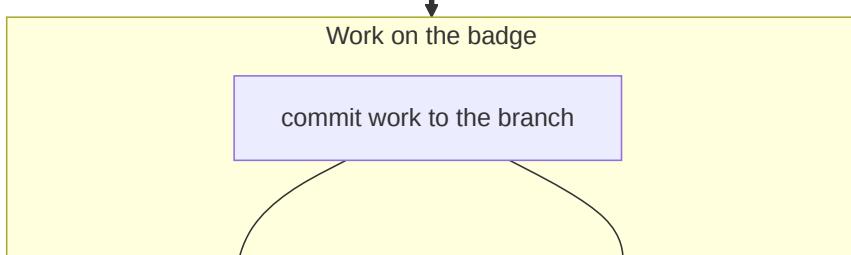
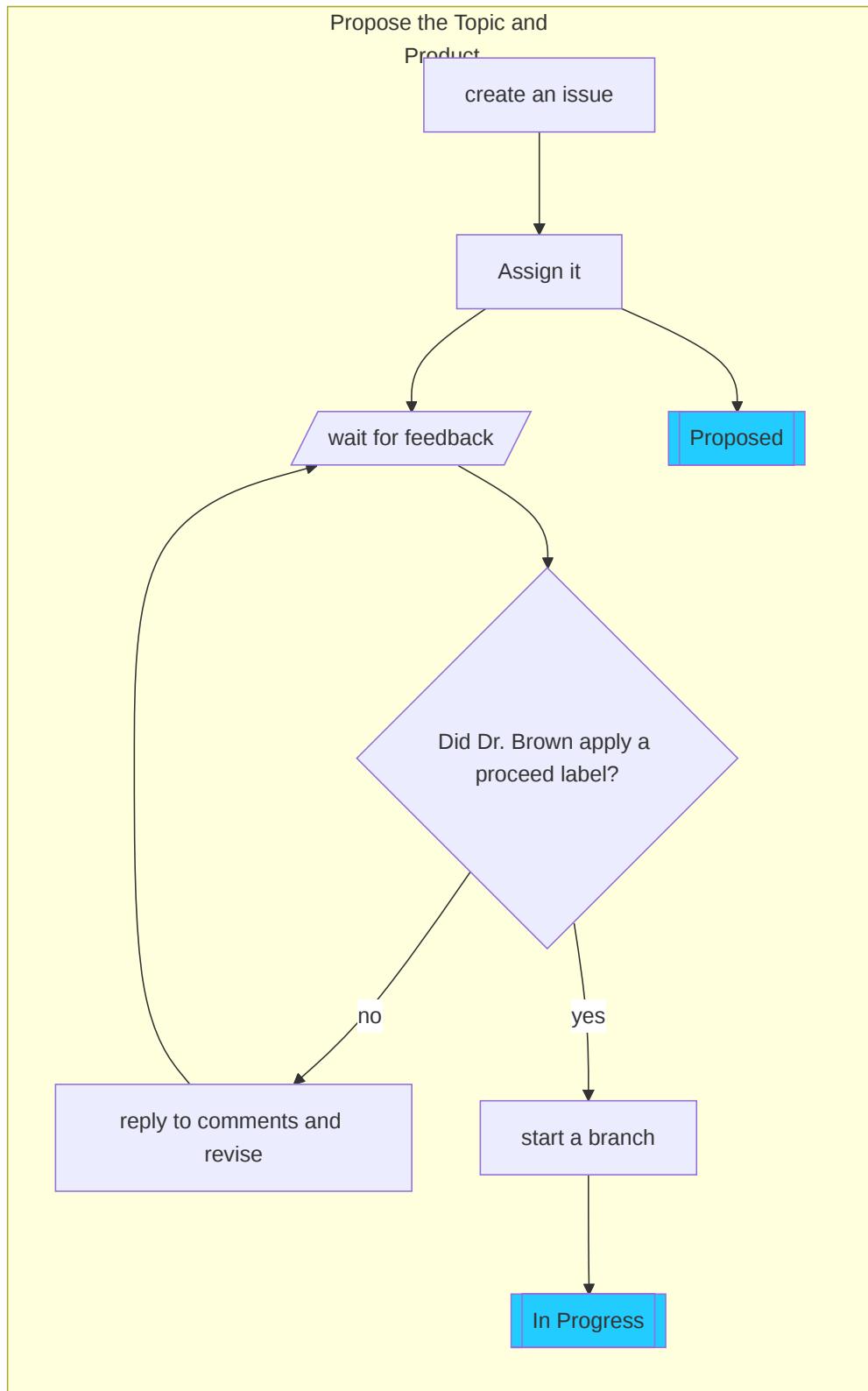


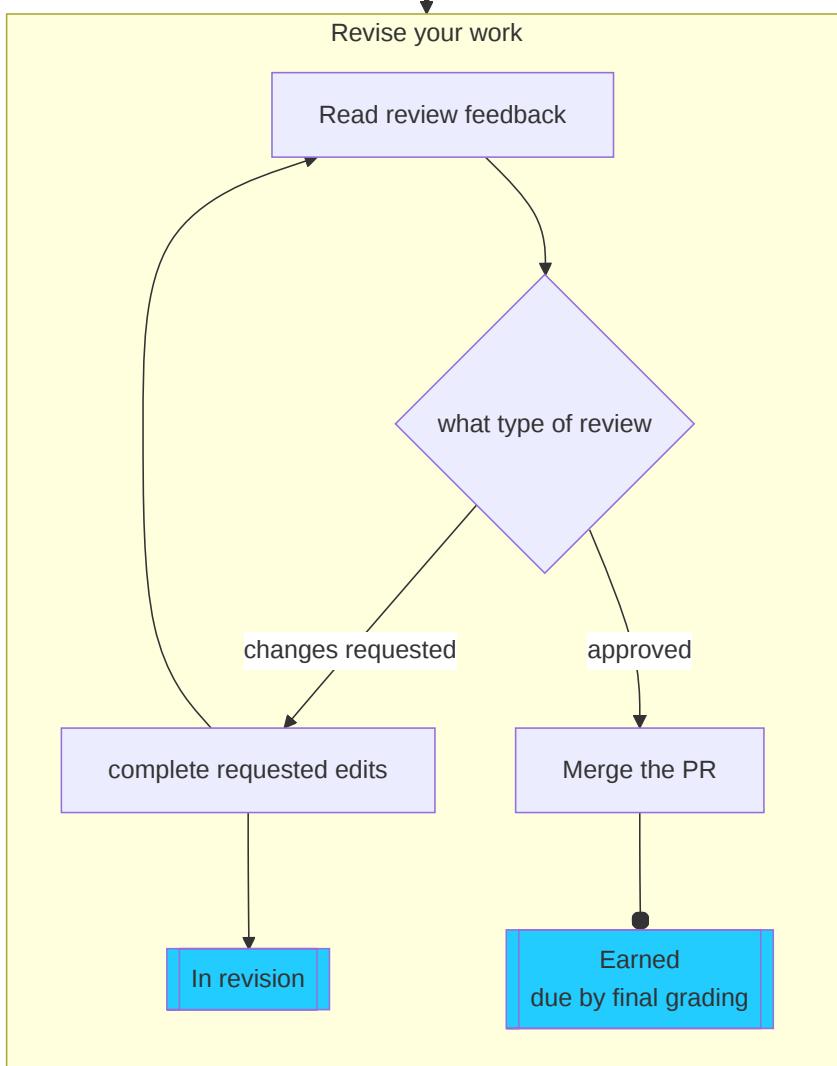
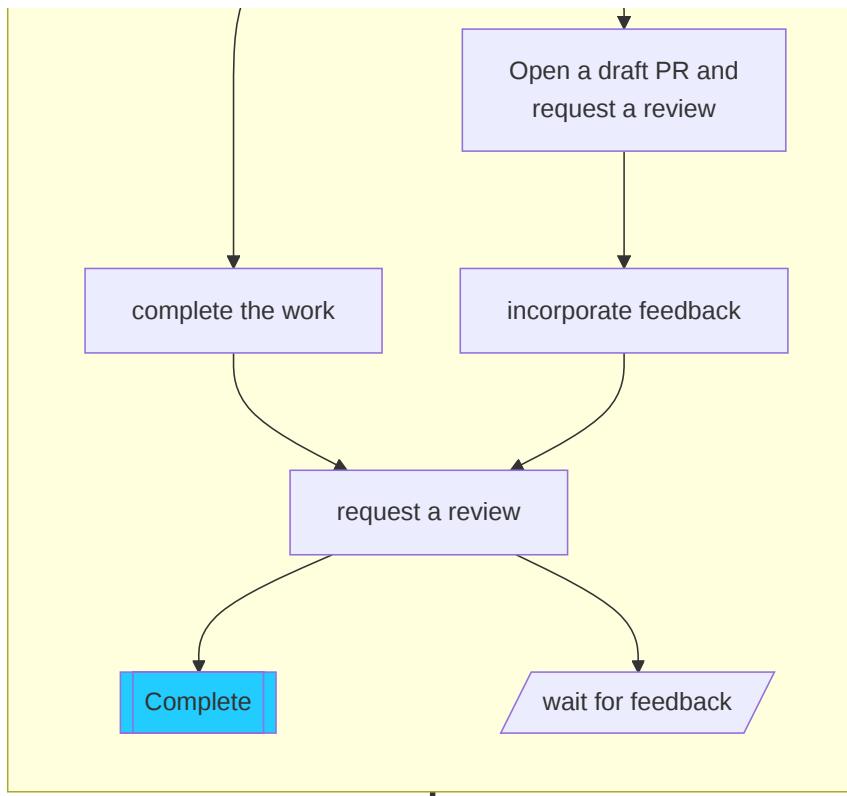
## **Explore Badges**





## **Build Badges**





# Community Badges

You can log them either manually via files or with help of an action that a past student contributed!

## Logger Action

Your KWL repo has an action called “Community & Explore Badge Logger” that will help you

## Manual logging

These are the instructions from your `community_contributions.md` file in your KWL repo: For each one:

- In the `community\_contributions.md` file on your kwl repo, add an item in a bulleted list (start the line with - )
- Include a link to your contribution like `[text to display](url/of/contribution)`
- create an individual [pull request](#) titled “Community-shortname” where `shortname` is a short name for what you did. approval on this PR by Dr. Brown will constitute credit for your grade
- request a review on that PR from @brownsarahm

### ! Important

You want one contribution per [PR](#) for tracking



## Detailed Grade Calculations

### ❗ Important

This page is generated with code and calculations, you can view them for more precise implementations of what the english sentences mean.

### ⚠ Warning

These calculations may change a little bit and this page will be updated.

What is on the [Grading](#) page will hold true, but the detailed calculation here will update a little bit in ways that provide some more flexibility.

▶ Show code cell source

Grade cutoffs for total influence are:

▶ Show code cell source

letter	threshold
F	0
D	106
D+	124
C-	142
C	192
C+	210
B-	228
B	246
B+	264
A-	282
A	300

The total influence of each badge is as follows:

▶ Show code cell source

	badge	complexity	badge_type
0	experience	2	learning
1	lab	2	learning
2	review	3	learning
3	practice	6	learning
4	explore	9	learning
5	build	36	learning

## Bonuses

In addition to the weights for each badge, there also bonuses that will automatically applied to your grade at the end of the semester. These are for longer term patterns, not specific assignments. You earn these while working on other assignments, not separately.

### Important

the grade plans on the grading page and the thresholds above assume you earn the Participation and Lab bonuses for all grades a D or above and the Breadth bonus for all grades above a C.

Name	Definition	Influence	type
Participation	22 experience badges	18	auto
Lab	12 lab checkouts	18	auto
Breadth	If review + practice badges $\geq 18$ :	32	auto
Git-ing unstuck	fix large mistakes your repo using advanced git operations and submit a short reflection (allowable twice; Dr. Brown must approve)	9	event
Early bird	(review + practice) submitted by 9/26 $\geq 5$	9	event
Descriptive commits	all commits in KWL repo and build repos after penalty free zone have descriptive commit messages (not GitHub default or nonsense)	9	event
Curiosity	at least 15 experience reports have questions on time (before notes posted in evenings; Dr. Brown will log & award)	9	event
Community Star	10 community badges	18	auto
Hack the course - Contributor - Build	1 build that contributes to the course infrastructure/website +1 community or review	18	event
Hack the course - Contributor - Explore	1 explore that contributes to the course infrastructure/website + 2 community, with at least 1 review	18	event
Hack the course - Critic	5 total community badge, at least 2 reviews of other course contributions	9	event

Auto bonuses will be calculated from your other list of badges. Event bonuses will be logged in your KWL repo, where you get instructions when you meet the criteria.

### Note

These bonuses are not pro-rated, you must fulfill the whole requirement to get the bonus. Except where noted, each bonus may only be earned once

### Note

You cannot guarantee you will earn the Git-ing unstuck bonus, if you want to intentionally explore advanced operations, you can propose an explore badge, which is also worth 9.

# Bonus Implications

Attendance and participation is very important:

- 14 experience, 6 labs, and 9 practice is an F
- 22 experience, 13 labs, and 9 practice is a C-
- 14 experience, 6 labs, 9 practice and one build is a C-
- 22 experience, 13 labs, 9 practice and one build is a C+

Missing one thing can have a nonlinear effect on your grade. Example 1:

- 22 experience, 13 labs, and 18 review is a C
- 21 experience, 13 labs, and 18 review is a C-
- 21 experience, 13 labs, and 17 review is a D+
- 21 experience, 12 labs, and 17 review is a D

Example 2:

- 22 experience, 13 labs, and 17 practice is a C
- 22 experience, 13 labs, 17 practice, and 1 review is a B-
- 22 experience, 13 labs, and 18 practice is a B

The Early Bird and Descriptive Commits bonuses are straight forward and set you up for success. Combined, they are also the same amount as the participation and lab bonuses, so getting a strong start and being detail oriented all semester can give you flexibility on attendance or labs.

Early Bird, Descriptive commits, Community Star, and Git-ing Unstuck are all equal to the half difference between steps at a C or above. So earning any two can add a + to a C or a B for example:

- 22 experience, 13 labs, 18 practice, Descriptive Commits, and Early Bird is a B+
- 22 experience, 13 labs, 18 review, Descriptive Commits, and Early Bird is a C+

in these two examples, doing the work at the start of the semester on time and being attentive throughout increases the grade without any extra work!

If you are missing learning badges required to get to a bonus, community badges will fill in for those first. If you earn the Participation, Lab, and Breadth bonuses, then remaining community badges will count toward the community bonus.

For example, at the end of the semester, you might be able to skip some the low complexity learning badges (experience, review, practice) and focus on your high complexity ones to ensure you get an A.

The order of application for community badges:

- to make up missing experience badges
- to make up for missing review or practice badges to earn the breadth bonus
- to upgrade review to practice to meet a threshold
- toward the community badge bonus

To calculate your final grade at the end of the semester, a script will count your badges and logged event bonuses. The script can output as a yaml file, which is like a dictionary, for an example here we will use a dictionary.

see [cspt docs](#) for CLI version

```
example_student = {'experience': 22, 'lab': 13, 'review': 0, 'practice': 18,
                   'explore': 3,
                   'build': 0,
                   'community': 0,
                   'hack': 0,
                   'unstuck': 0,
                   'descriptive': 1,
                   'early': 1,
                   'question': 10 }
```

```
badges_comm_applied = grade_calculation.community_apply(example_student)
badges_comm_applied
```

```
{'experience': 22,
'lab': 13,
'review': 0,
'practice': 18,
'explore': 3,
'build': 0,
'community': 0,
'hack': 0,
'unstuck': 0,
'descriptive': 1,
'early': 1,
'question': 10}
```

```
grade_calculation.calculate_grade(badges_comm_applied)
```

```
'A-'
```

```
grade_calculation.calculate_grade(badges_comm_applied, True)
```

```
291
```

## Schedule

### Overview

The following is a tentative outline of topics in an order, these things will be filled into the concrete schedule above as we go. These are, in most cases bigger questions than we can tackle in one class, but will give the general idea of how the class will go.

## How does this class work?

~ one week

We will start by introducing some basics of GitHub and setting expectations for how the course will work. This will include how you are expected to learn in this class which requires a bit about how knowledge production in computer science works and getting started with the programming tools.

## What tools do Computer Scientists use?

Next we'll focus in on tools we use as computer scientists to do our work. We will use this as a way to motivate how different aspects of a computer work in greater detail. While studying the tools and how they work, we will get to see how some common abstractions are re-used throughout the fields and it gives a window and good motivation to begin considering how the computer actually works.

Topics:

- bash
- linux
- git
- i/o
- ssh and ssh keys
- number systems
- file systems

## What Happens When I run code?

Finally, we'll go in really deep on the compilation and running of code. In this part, we will work from the compilation through to assembly down to hardware and then into machine representation of data.

Topics:

- software system and Abstraction
- programming languages
- cache and memory
- compilation
- linking
- basic hardware components

## Recommended workload distribution

### Note

General badge deadlines are on the [detailed badge procedures](#) page.

To plan your time, I recommend expecting the following:

- 30 minutes, twice per week for prepare work (typically not this much).
- 1.5(review)-3(practice) hours, twice per week for the dated badges (including revisions).

For each explore :

- 30 min for proposal
- 7 hours for the project

For each build:

- 1.5 hour for the proposal (including revisions)
- 22 hours for the project
- 30 min for the final reflection

This is a four credit course, meaning we have approximately 4 hours of class + lab time per week( $75 \times 2 + 105 = 255$  minutes or 4.25 hours). By the [accreditation standards](#), students should spend a minimum of 2 hours per credit of work outside of class over 14 weeks. For a 4 credit class, then, the expected minimum number of hours of work outside of class you should be spending is 112 hours( $2 * 4 * 14$ ). With these calculations, given that there are 26 class sessions and only 18 review or practice are required, it is possible to earn an A with approximately 112 hours of work outside of class and lab time.

## Tentative Timeline

### Warning

This section is not yet updated for fall 2024.

This is a rough example.

This is the planned schedule, but is subject to change in order to adapt to how things go in class or additional questions that come up.

```
import pandas as pd
pd.read_csv('schedule.csv', index_col='date').sort_index()
```

	question	keyword	conceptual	practical	social	activity
date						
2023-09-07	Welcome, Introduction, and Setup	intro	what is a system, why study tools	GitHub basics	class intros	create kwl repo in github, navigate github.com...
2023-09-12	Course Logistics and Learning	logistics	github flow with issues	syllabus	working together and building common vocab	set up to work offline together, create a folder
2023-09-14	Bash intro & git offline	terminal start	git structure, paths and file system	bash path navigation, git terminal authentication	why developers work differently than casual users	navigate files and clone a repo locally
2023-09-19	How can I work with branches offline?	gitoffline	git branches	github flow offline, resolving merge conflicts	communication is important, git can help fix mi...	clone a repo and make a branch locally
2023-09-21	When do I get an advantage from git and bash?	why terminal	computing mental model, paths and file structure	bash navigation, tab completion	collaboration requires shared language, shared...	work with bash and recover from a mistake with...
2023-09-26	What *is* a commit?	merge conflicts	versions, git vlaues	merge conflicts in github, merge conflicts wit...	human and machine readable, commit messages ar...	examine commit objects, introduce plumbing com...
2023-09-28	How do programmers communicate about code?	documentation	build, automation, modularity, pattern matching,	generate documentation with jupyterbook, gitig...	main vs master, documentation community	make a jupyterbook
2023-10-03	What *is* git?	git structure	what is a file system, how does git keep track...	find in bash, seeing git config, plumbing/porc...	git workflows are conventions, git can be used...	examine git from multiple definitions and insp...
2023-10-05	Why are these tools like this?	unix philosophy	unix philosophy, debugging strategies	decision making for branches	social advantages of shared mental model, diff...	discussion with minor code examples
2023-10-12	How does git make a commit?	git internals	pointers, design and abstraction, intermediate...	inspecting git objects, when hashes are unique...	conventions vs requirements	create a commit using plumbing commands
2023-10-17	What is a commit number?	numbers	hashes, number systems	git commit numbers, manual hashing with git	number systems are derived in culture	discussion and use hashing algorithm
2023-10-19	How can I release and share my code?	git references	pointers, git branches and tags	git branches, advanced fixing, semver and conv...	advantages of data that is both human and mach...	make a tag and release
2023-10-24	How can I automate things with bash?	bash scripting	bash is a programming language, official docs,...	script files, man pages, bash variables, bash ...	using automation to make collaboration easier	build a bash script that calculates a grade

	question	keyword	conceptual	practical	social	activity
date						
2023-10-26	How can I work on a remote server?	server	server, hpc, large files	ssh, large files, bash head, grep, etc	hidden impacts of remote computation	log into a remote server and work with large f...
2023-10-31	What is an IDE?	IDE	IDE parts	compare and contrast IDEs	collaboration features, developer communities	discussions and sharing IDE tips
2023-11-02	How do I choose a Programming Language for a p...	programming languages	types of PLs, what is PL studying	choosing a language for a project	usability depends on prior experience	discussion or independent research
2023-11-07	How can I authenticate more securely from a te...	server use	ssh keys, hpc system structure	ssh keys, interactive, slurm	social aspects of passwords and security	configure and use ssh keys on a hpc
2023-11-09	What Happens when we build code?	building	building C code	ssh keys, gcc compiler	file extensions are for people, when vocabular...	build code in C and examine intermediate outputs
2023-11-14	What happens when we run code?	hardware	von neuman architecture	reading a basic assembly language	historical context of computer architectures	use a hardware simulator to see step by step o...
2023-11-16	How does a computer represent non integer quan...	floats	float representation	floats do not equal themselves	social processes around standard developments, ...	work with float representation through fractio...
2023-11-21	How can we use logical operations?	bitwise operation	what is a bit, what is a register, how to brea...	how an ALU works	tech interviews look for obscure details somet...	derive addition from basic logic operations
2023-11-28	What *is* a computer?	architecture	physical gates, history	interpreting specs	social context influences technology	discussion
2023-11-30	How does timing work in a computer?	timing	timing, control unit, threading	threaded program with a race condition	different times matter in different cases	write a threaded program and fix a race condition
2023-12-05	How do different types of storage work together?	memory	different type of memory, different abstractions	working with large data	privacy/respect for data	large data that has to be read in batches
2023-12-07	How does this all work together	review	all	end of semester logistics	group work final	review quiz, integration/reflection questions
2023-12-12	How did this semester go?	feedback	all	grading	how to learn better together	discussion

## Tentative Lab schedule

```
pd.read_csv('labschedule.csv',index_col='date').sort_index()
```

	topic	activity
date		
2023-09-08	GitHub Basics	syllabus quiz, setup
2023-09-15	working at the terminal	organization, setup kwl locally, manage issues
2023-09-22	offline branches	plan for success, clean a messy repo
2023-09-29	tool familiarity	work on badges, self progress report
2023-10-06	unix philosophy	design a command line tool that would enable a...
2023-10-13	git plumbing	git plumbing experiment
2023-10-20	git plumbing	grade calculation script, self reflection
2023-10-27	scripting	releases and packaging
2023-11-03	remote, hpc	server work, batch scripts
2023-11-10	Compiling	C compiling experiments
2023-11-17	Machine representation	bits and floats and number libraries
2023-12-01	hardware	self-reflection, work, project consultations
2023-12-08	os	hardware simulation

## Support Systems

### Warning

these links may be outdated, will update soon

## Mental Health and Wellness:

We understand that college comes with challenges and stress associated with your courses, job/family responsibilities and personal life. URI offers students a range of services to support your [mental health and wellbeing](#), including the [URI Counseling Center](#), [MySSP](#) (Student Support Program) App, the [Wellness Resource Center](#), and [Well-being Coaching](#).

## Academic Enhancement Center

Academic Enhancement Center (for undergraduate courses): Located in Roosevelt Hall, the AEC offers free face-to-face and web-based services to undergraduate students seeking academic support. Peer tutoring is available for STEM-related courses by appointment online and in-person. The Writing Center offers peer tutoring focused on supporting undergraduate writers at

any stage of a writing assignment. The UCS160 course and academic skills consultations offer students strategies and activities aimed at improving their studying and test-taking skills. Complete details about each of these programs, up-to-date schedules, contact information and self-service study resources are all available on the [AEC website](#).

- **STEM Tutoring** helps students navigate 100 and 200 level math, chemistry, physics, biology, and other select STEM courses. The STEM Tutoring program offers free online and limited in-person peer-tutoring this fall. Undergraduates in introductory STEM courses have a variety of small group times to choose from and can select occasional or weekly appointments. Appointments and locations will be visible in the TutorTrac system on September 14th, FIXME. The TutorTrac application is available through [URI Microsoft 365 single sign-on](#) and by visiting [aec.uri.edu](#). More detailed information and instructions can be found on the [AEC tutoring page](#).
- **Academic Skills Development** resources helps students plan work, manage time, and study more effectively. In Fall FIXME, all Academic Skills and Strategies programming are offered both online and in-person. UCS160: Success in Higher Education is a one-credit course on developing a more effective approach to studying. Academic Consultations are 30-minute, 1 to 1 appointments that students can schedule on Starfish with Dr. David Hayes to address individual academic issues. Study Your Way to Success is a self-guided web portal connecting students to tips and strategies on studying and time management related topics. For more information on these programs, visit the [Academic Skills Page](#) or contact Dr. Hayes directly at [davidhayes@uri.edu](mailto:davidhayes@uri.edu).
- The **Undergraduate Writing Center** provides free writing support to students in any class, at any stage of the writing process: from understanding an assignment and brainstorming ideas, to developing, organizing, and revising a draft. Fall 2020 services are offered through two online options: 1) real-time synchronous appointments with a peer consultant (25- and 50-minute slots, available Sunday - Friday), and 2) written asynchronous consultations with a 24-hour turn-around response time (available Monday - Friday). Synchronous appointments are video-based, with audio, chat, document-sharing, and live captioning capabilities, to meet a range of accessibility needs. View the synchronous and asynchronous schedules and book online, visit [uri.mywconline.com](http://uri.mywconline.com).

## General Policies

### Warning

links on this page may be outdated, will update soon

## Anti-Bias Statement:

We respect the rights and dignity of each individual and group. We reject prejudice and intolerance, and we work to understand differences. We believe that equity and inclusion are critical components for campus community members to thrive. If you are a target or a witness of a bias incident, you are encouraged to submit a report to the URI Bias Response Team at [www.uri.edu/brt](http://www.uri.edu/brt). There you will also find people and resources to help.

## Disability, Access, and Inclusion Services for Students Statement

This course is specifically designed to use universal design principles. Many of the standard accommodations that the DAI office provides will not apply to this course, because of how it is designed: there are no exams for you to get extra time on, and no slides for you to get in advance. However, I am happy to work with you to help you understand how to use the built-in support systems for the course.

URI wide:

Your access in this course is important. Please send me your Disability, Access, and Inclusion (DAI) accommodation letter early in the semester so that we have adequate time to discuss and arrange your approved academic accommodations. If you have not yet established services through DAI, please contact them to engage in a confidential conversation about the process for requesting reasonable accommodations in the classroom. DAI can be reached by calling: 401-874-2098, visiting: [web.uri.edu/disability](http://web.uri.edu/disability), or emailing: [dai@etal.uri.edu](mailto:dai@etal.uri.edu). We are available to meet with students enrolled in Kingston as well as Providence courses.

## Academic Honesty

Students are expected to be honest in all academic work. A student's name or email address associated with a commit on any written work, quiz or exam shall be regarded as assurance that the work is the result of the student's own independent thought and study. Work should be stated in the student's own words, with outside content properly attributed to its source. Students have an obligation to know how to quote, paraphrase, summarize, cite and reference the work of others with integrity. The following are examples of academic dishonesty:

- Using material, directly or paraphrasing, from published sources (print or electronic) without appropriate citation
- Claiming disproportionate credit for work not done independently
- Unauthorized possession or access to exams
- Unauthorized communication during exams
- Unauthorized use of another's work or preparing work for another student
- Taking an exam for another student
- Altering or attempting to alter grades
- Fabricating or falsifying facts, data or references
- Facilitating or aiding another's academic dishonesty
- Submitting the same work for more than one course without prior approval from the instructors

### Tip

Most assignments are tested against LLMs and designed so that outsourcing it to an LLM will likely lead to a submission that is below the bar of credit.

## AI Use

All of your work must reflect your own thinking and understanding. The written work in English that you submit for review and practice badges must be your own work or content that was provided to you in class, it cannot include text that was generated by an AI or plagiarized in any other way. You may use auto-complete in all tools including, IDE-integrated [GitHub](#) co-pilot (or similar, IDE embedded tool) for any code that is required for this course because the code is necessary to demonstrate examples, but language syntax is not the core learning outcome.

### **Important**

It is not okay to copy-paste and submit anything from an LLM chatbot interface in this course

If you are found to submit prismia responses that do not reflect your own thinking or that of discussion with peers as directed, the experience badge for that class session will be ineligible.

If work is suspected to be the result of inappropriate collaboration or AI use, you will be allowed to take an oral exam in lab time to contest and prove that your work reflects your own understanding.

The first time you will be allowed to appeal through an oral exam. If your appeal is successful, your counter resets. If you are found to have violated the policy then the badge in question will be ineligible and your maximum number of badges possible to be earned will be limited according to the guidelines below per badge type (you cannot treat the plagiarized badge as skipped). If you are found to have violated the policy a second time, then no further work will be graded for the remainder of the semester.

If you are found to submit work that is not your own for a *review or practice* badge, the review and practice badges for that date will be ineligible and the penalty free zone terms will no longer apply to the first six badges.

If you are found to submit work that is not your own for an *explore or build* badge, that badge will not be awarded and your maximum badges at the level possible will drop by 1/3 of the maximum possible (2 explore or 1 build) for each infraction.

## **Attendance**

“Attendance” is not explicitly checked, but participation in class through prismia is monitored, and lab checkouts and experience badges grade your engagement in the activities of lab and class respectively.

## **Viral Illness Precautions**

The University is committed to delivering its educational mission while protecting the health and safety of our community. Students who are experiencing symptoms of viral illness should NOT go to class/work. Those who test positive for COVID-19 should follow the isolation guidelines from the Rhode Island Department of Health and CDC.

If you miss class once, you **do not need to notify me** in advance. You can follow the [makeup procedures](#) on your own.

## **Excused Absences**

Absences due to serious illness or traumatic loss, religious observances, or participation in a university sanctioned event are considered excused absences.

**You do not need to notify me in advance.**

For *short absences* (1-2 classes), for any reason, you can follow the [makeup procedures](#), no extensions will be provided typically for this; if extenuating circumstances arise, then ask Dr. Brown.

For *extended excused absences*, (3 or more classes) email Dr. Brown when you are ready to get caught up and she will help you make a plan for the best order to complete missed work so that you are able to participate in subsequent activities.

Extensions on badges will be provided if needed for excused absences. In your plan, include what class sessions you missed by date.

For unexcused absences, the makeup procedures apply, but not the planning assistance via email, only regularly scheduled office hours, unless you have class during all of those hours and then you will be allowed to use a special appointment.

# Office Hours & Communication

## Announcements

Announcements will be made via [GitHub](#) Release. You can view them [online in the releases page](#) or you can get notifications by watching the [repository](#), choosing “Releases” under custom [see GitHub docs for instructions with screenshots](#). You can choose [GitHub](#) only or e-mail notification [from the notification settings page](#)

### Warning

For the first week announcements will be made by BrightSpace too, but after that, all course activities will be only on GitHub.

### Sign up to watch

Watch the repo and then, after the first class, [claim a community badge](#) for doing so, using a link to these instructions as the “contribution” like follows.

- [watched the repo as per announcements](<https://compsys-progtools.github.io/fall2024/syllabus/>)

put this on a [branch](#) called [watch\\_community\\_badge](#) and title your PR “Community-Watch”

## Help Hours

Day	Time	Location	Host
Wednesday	10am-6pm (appt)	Zoom	Marcin
Monday	5-7pm	Swan 305	Skye
Friday	4-6pm	Zoom	Dr. Brown

Online office hours locations and appointment links for alternative times are linked on the [GitHub Organization Page](#)

### Important

You can only see them if you are a “member”. To join, make sure that you have completed Lab 0.

### Warning

Monday 10/14 5-7pm Help Hours will instead be on Tuesday 10/15 5-6pm because of the holiday schedule shift

## Tips

### TLDR

Contribute a TLDR set of tabs or mermaid visual to this section for a community badge.

## For assignment help

- use the badge issue for comments and @ mention instructors
- **send in advance, leave time for a response**
- **always** use issues in your repo for content directly related to assignments. If you push your partial work to the [repository](#) and then open an [issue](#), we can see your work and your question at the same time and download it to run it if we need to debug something
- use issues or discussions for questions about this syllabus or class notes. At the top right there's a [GitHub](#) logo ⓘ that allows you to open a [issue](#) (for a question) or suggest an edit (eg if you think there's a typo or you find an additional helpful resource related to something)

### Note

I check e-mail/github a small number of times per day, during work hours, almost exclusively. You might see me post to this site, post to BrightSpace, or comment on your assignments outside of my normal working hours, but I will not reliably see emails that arrive during those hours. This means that it is important to start assignments early.

## For E-mail

- use e-mail only for things that **need to be private to Dr. Brown and not seen by TAs**
- other messages may be addressed on your repo or the course website, without a response via email
- Include [\[CSC311\]](#) in the subject line of your email along with the topic of your message. This is important, because your messages are important, but I also get a lot of e-mail. Consider these a cheat code to my inbox: I have setup a filter that will flag your e-mail if you include that in subject to ensure that I see it.

### Should you e-mail your work?

No, request a [pull request](#) review or make an [issue](#) if you are stuck

## 1. Welcome, Introduction, and Setup

Today:

- intros
- what the *learning* goals of the course are
- see how in class time will work
- start learning git/github by doing

Not Today:

- syllabus review (on your own time/lab Monday)
- cours policy discussion (next week)

## 1.1. Introductions

- Dr. Sarah Brown
- Please address me as Dr. Brown or Professor Brown,
- Ms./Mrs. are not acceptable

You can see more about me in the about section of the syllabus.

## 1.2. Why think like a computer?

With Large Language Models (LLMs) able to write code from English (or other spoken languages, but LLMs are generally worse at non English)

Let's discuss some examples.

Many things in this course *are* things you will use **everyday** some of it is stuff that will help you in the trickiest times.

I was given this excerpt:

```
echo "# fall2024" >> README.md
git init
git add README.md
git commit -m "first commit"
git branch -M main
git remote add origin https://github.com/compsys-progtools/fall2024.git
git push -u origin main
```

but since I had content already I needed to skip several of these steps I needed to know what each one did to skip the right ones.

Assume you have dates stored as a date type, is it the same to add 365 days and add 1 year?

In Python, let's see

```
from datetime import date, timedelta
date.today() + timedelta(days=365)
```

What if we do last year?

```
date(2023, 9, 3) + timedelta(days=365)
```

I look forward to getting to know you all better.

## 1.3. Prismia

- instead of slides
- you can message us
- we can see all of your responses
- emoji!

questions can be “graded”

- this is instant feedback
- participation will be checked
- correctness will not impact your final grade (directly)
- this helps both me and you know how you are doing

or open ended

And I can share responses, grouped up

## 1.4. This course will be different

- no Brightspace
- 300 level = more independence
- I will give advice, but only hold you accountable to a minimal set
- High expectations, with a lot of flexibility

as an aside [another Professor describing](#) what she does not like about learning management systems (LMS).

Brightspace is one, she talks about Canvas in the post, but they are similar.

I do not judge your reasons for missing class.

- **No need to tell me in advance**
- For 1 class no need to tell me why at all
- For 1 class, make it up and keep moving
- For longer absences, I will help you plan how to get caught up, and you must meet university criteria for excused absence

If you do email me about missing a single class, I will likely not reply. Not because I do not care about your long term success; I do! I just get too many emails and cannot do the more important parts of my job if I answer every single email. Skipping these emails gives me more time to help students who actually need my help.

### **1.4.1. My focus is for you to learn**

- that means, practice, feedback, and reflection
- you should know that you have learned
- you should be able to apply this material in other courses

### **1.4.2. Learning comes in many forms**

- different types of material are best remembered in different ways
- some things are hard to explain, but watching it is very concrete

## **1.5. Learning is the goal**

- producing outputs as fast as possible is not learning
- in a job, you may get paid to do things fast
- your work also needs to be correct, without someone telling you it is
- in a job you are trusted to know your work is correct, your boss does not check your work or grade you
- to get a job, you have to interview, which means explaining, in words, to another person how to do something

## **1.6. How does this work?**

### **1.6.1. In class:**

1. Memory/ understanding check
2. Review/ clarification as needed
3. New topic demo with follow along, tiny practice
4. Review, submit questions

### **1.6.2. Outside of class:**

1. Read notes Notes to refresh the material, check your understanding, and find more details
2. Practice material that has been taught
3. Activate your memory of related things to what we will cover
4. Read articles/ watch videos to either fill in gaps or learn more details
5. Bring questions to class

## **1.7. Getting started**

Your KWL chart is where you will start by tracking what you know now/before we start and what you want to learn about each topic. Then you will update it throughout the semester. You will also add material to the repository to produce evidence of your

learning.

see the link on prismia if you missed class

There is a Glossary!!

### repository

**pro tip:** links are often hints or more information

## 1.8. GitHub Docs are really helpful and have screenshots

- [editing a file](#)
- [pull request](#)

they pay people to update them so I direct you to theirs mostly instead of recreating them

Today we did the following:

1. Accept the assignment to create your repo
2. Edit the README to add your name by clicking the pencil icon ([editing a file](#) step 2)
3. adding a descriptive commit message ([editing a file](#) step 5)
4. adding prior knowledge
5. created a new branch (named `day1_kw1`) ([editing a file](#) step 7-8)
6. added a message to the Pull Request ([pull request](#) step 5)
7. Creating a pull request ([pull request](#) step 6)
8. Clicking Merge Pull Request

## 1.9. Git and GitHub terminology

We also discussed some of the terminology for git. We will also come back to these ideas in greater detail later.

### 1.9.1. GitHub Actions

GitHub allows us to run scripts within our repos, the feature is called GitHub Actions and the individual items are called workflows.

Action files are stored in the `.github/workflows` folder in yaml files (key value pairs that hold settings and script steps).

Some run automatically, like on any PR or when a commit is to main. The ones in your KWL repo are "[manual](#)" so we run them from the Actions tab.

## 1.9.2. Fix your repo

### ! Important

So, it is apparently a weird bug in GitHub, that the actions were not working, but it is easy (though a little annoying) to fix.

You can do this before or in Lab on Monday.

On each file in the `.github/workflows` folder that ends in `.yml` edit in some small way (eg add an additional blank line in a place where there is a blank line already) and commit directly to main.

## 1.9.3. Get Credit for class

You can use the same content you sent on prismia at the end of class, but for the script to count it at the end of the semester, it has to be in your repo.

1. Go to the actions tab of your repo
2. Select the action that has the name `Forgotten Badge (Late, but was in class)`
3. In the blue banner that appears click `Run Workflow`
4. leave the branch set to main
5. Enter the date `2024-09-05`
6. Wait a minute or so for it to run, when it has a green checkmark, go to your PR tab
7. select the PR with the title Experience Report 2024-09-05
8. Go to the files tab of that PR and edit it (use the 3 dots menu in the top right of the file box)
9. fill in the information and commit to the same branch (do not open an additional PR)
10. assign @instructors to review your PR.

For screenshots, see the [Manually running a workflow, on GitHub](#)

## 1.10. Prepare for next class

1. (for lab Monday) Read the syllabus section of the course website carefully and explore the whole course [website](#)
2. (for lab Monday) Bring questions about the course
3. (for class Tuesday) Think about one thing you've learned really well (computing or not). Be prepared to discuss the following: How do you know that you know it? What was it like to first learn it? (nothing written to submit, but you can use the issue to take notes if you would like)

## 1.11. Badges

[Review](#)

[Practice](#)

1. [accept this assignment](#) and join the existing team to get access to more features in our course organization.
2. Post an introduction to your classmates [on our discussion forum](#) (include link to your comment in PR comment, must accept above to see)
3. Read the notes from today's class carefully
4. Fill in the first two columns of your KWL chart (content of the PR; named to match the badge name)

## 1.12. We have a Glossary!!

For example, the term we used above:

[repository](#)



In class, on prismia, I will sometimes link like above, but you can also keep the page open if that is helpful for you.

In the course site, glossary terms will be linked as in the following list.

Key terms for the first class:

- [repository](#)
- [git](#)
- [github](#)
- [PR](#)

## 1.13. Questions after class

### 1.13.1. How do I actually use Git/Github with one of my coding projects?

We will build that up

### 1.13.2. What conceptually are we supposed to take from today's lesson aside from just how pull requests work?

the key vocabulary.

### 1.13.3. What kind of projects will we be completing?

Optionally, you may complete projects. You can see examples in the build section.

#### **1.13.4. Will this class go over topics that will help me on CSC 212 content?**

the collaboration on github will help

#### **1.13.5. what a day to day looks like in this class**

a lot like this class, but the 3rd class will be more typical than the first 2.

#### **1.13.6. will we need to access git without using github**

we will use the git program without GitHub yes, locally on your computer

#### **1.13.7. how to create branches and merge branches to the main. Other basic features of github**

We will learn over time

#### **1.13.8. I want to learn all of github's functions.**

We will not get to every function, but we will cover the main categories

#### **1.13.9. Something that I want to learn more about is using git from the command line**

Soon!

#### **1.13.10. Nothing specific, I would just like to learn more about GitHub in general because I know how important of a tool it is**

perfect! that is what we will do

#### **1.13.11. just how to utilize github more and all the futures we haven't covered**

we will get there

## **2. More orientation**

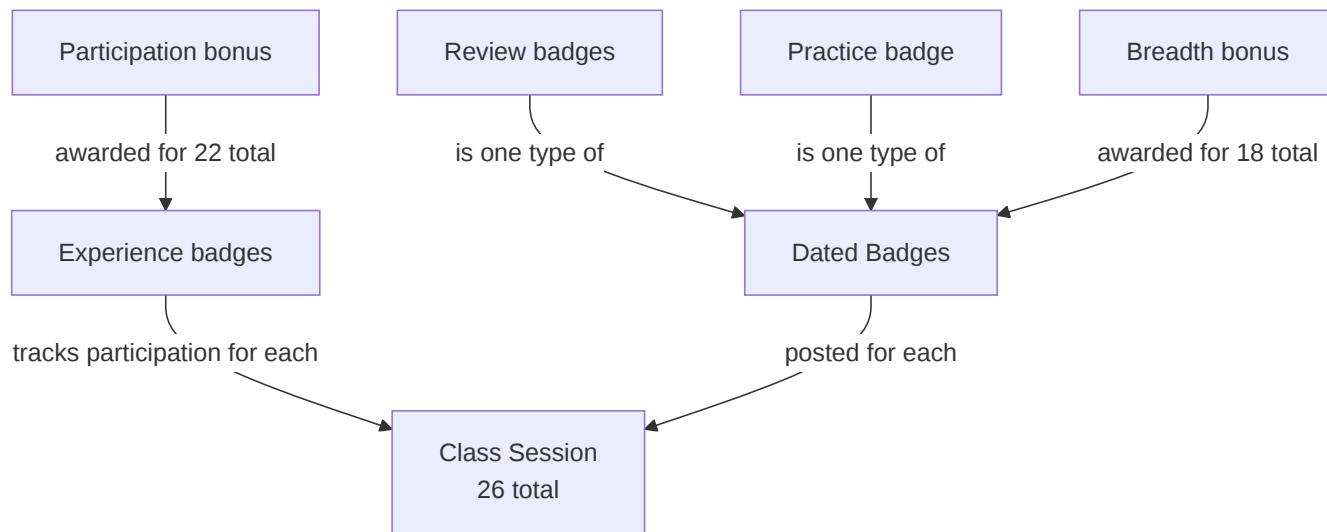
Today we will:

- continue getting familiar with the structure of GitHub
- clarify more how the course will flow

- practice with new vocabulary

Last class was a lot of new information, today we will reinforce that mostly, and add only a little conceptmap)=

## 2.1. Reminder about class structure



This is called a concept map, you would read it along the arrows, so this corresponds to the following bullets:

- review badges are one type of dated badge
- practice badges
- dated badges are posted for each class session
- experience badges track participation for each class session

## 2.2. Warm up

1. Navigate to your KWL repo
2. Find the issues tab
3. Open the prepare-2024-09-10 issue and discuss the questions with your classmates at your table

\*hint: my KWL repo URL is: <https://github.com/compsys-progtools/fall24-brownsarahm>

Becoming an expert requires:

- different types of study
- practice and feedback to get better

## 2.3. Making up for action issue last week

To activate the workflows in your repo, edit them, even adding a space or deleting a blank line will make it work.

We fixed the `forgottenexperience.yml` file and then [ran it manually](#).

Hi  
This  
that  
you

Then we edited the file it created to add a title on the line with one `#` (should be line 10) using the 3 dots menu in the top right of the file on the `files changed` tab of the PR.

#### Note

When you add more commits to a branch that has a PR, it automatically updates the PR.

note, here we are learning *by example* and then *synthesizing* that into more concrete facts.

"just play with it"

- common attitude in CS
- not optimal for learning

**my goal is to teach you to get better at learning in that way, bc it is what employers will expect**

To do this:

- set up opportunities for you to *do* the things that give you the opportunity
- highlight important facts about what just happened
- ask you questions to examine what just happened

This is why attendance/participation is a big part of your grade.

Experience badges are evidence of having learned.

### **2.3.1. My focus is for you to learn**

- that means, practice, feedback, and reflection
- you should know that you have learned
- you should be able to apply this material in other courses

### **2.3.2. Learning comes in many forms**

- different types of material are best remembered in different ways
- some things are hard to explain, but watching it is very concrete

## **2.4. Learning is the goal**

- producing outputs as fast as possible is not learning
- in a job, you may get paid to do things fast
- your work also needs to be correct, without someone telling you it is
- in a job you are trusted to know your work is correct, your boss does not check your work or grade you
- to get a job, you have to interview, which means explaining, in words, to another person how to do something

## 2.5. What about AI?

Large Language Models will change what programming looks like, but understanding is always going to be more effective than asking an AI. Large language models actually do not know anything, they just know what languages look like and generate text.

*if you cannot tell it when it's wrong, you do not add value for a company, so why would they pay you?*

## 2.6. This is a college course

- more than getting you one job, a bootcamp gets you one job
- build a long (or maybe short, but fruitful) career
- build critical thinking skill that makes you adaptable
- have options

## 2.7. How does this work?

### 2.7.1. In class:

1. Memory/ understanding checks
2. Review/ clarification as needed
3. New topic demo with follow along, tiny practice
4. Review, submit questions

### 2.7.2. Outside of class:

1. Read notes to refresh the material, check your understanding, and find more details
2. Practice material that has been taught
3. Activate your memory of related things to what we will cover to prepare
4. Read articles/ watch videos to either fill in gaps or learn more details
5. Bring questions to class

I give a [time breakdown](#) in the syllabus.

## 2.8. Prepare for next class

1. Choose where you want to save files for this class locally on your computer and make note of that location. (nothing to submit; but we will be working locally and you need to have a place)
2. Think about how you think about files and folders in a computer. What do you know about how they are organized? how they're implemented? (nothing to submit)

## 2.9. Badges

Review

Practice

the text in `( )` below is why each step is assigned

1. review today's notes after they are posted, both rendered and the raw markdown versions. Include links to both views in your badge PR comment. (to review)
2. "Watch" the [course website repo](#), specifically watch Releases under custom (to get notifications)
3. map out your computing knowledge and add it to your kwl chart repo. this can be an image that you upload or a text-based outline in a file called prior-knowledge-map. (optional) try mapping out using [mermaid](#) syntax, we'll be using other tools that will facilitate rendering later (what we will learn will connect a lot of ideas, mapping out where you start, sets you up for success)

## 2.10. Questions After Class

### 2.10.1. How can I create my own actions to run that will create issues and pull requests?

We will learn this a bit later, but you can read ahead in the [docs](#).

### 2.10.2. What is the purpose of the wiki within GitHub?

To serve as documentation, wiki-style for the repo. It was more common before github added pages. A lot of open source projects now host documentation using github pages. We will learn how this works later, but this website uses pages.

### 2.10.3. Do we merge the pull request for the experience report into main?

Only when approved (but if you forget, @ me and I can fix it)

### 2.10.4. Just still how to better navigate github because while I understood most of it was still confusing at points

We will be doing all of these things over and over, so you will get them, it's okay!

### 2.10.5. Is it possible to rename a committed change?

You can change a commit message, yes!

## 2.10.6. How do we access the old file after we already commit changes?

On [GitHub.com](#), you go to the commits on the repo (click the  icon or add `/commits` to the repo's URL) and then choose view at that point.

## 2.10.7. How can we edit our github using the terminal?

Next class!

# 3. Working Offline

Today more clear motivation for each thing we do and more context.

Today we will learn to work with GitHub offline, this requires understanding some about file systems and how content is organized on computers.

We will learn:

- relative and absolute paths
- basic bash commands for navigating the file system
- authenticating to GitHub on a terminal
- how to clone a repo
- how fetch and checkout work

**everything** is a file

## 3.1. Let's get organized

For class you should have a folder on your computer where you will keep all of your materials.

We will start using the terminal today, by getting all set up.

Open a terminal window. I am going to use `bash` commands

- if you are on mac, your default shell is `zsh` which is mostly the same as bash for casual use. you can switch to bash to make your output more like mine using the command `bash` if you want, but it is not required.
- if you are on windows, your **GitBash** terminal will be the least setup work to use `bash`
- if you have WSL (if you do not, no need to worry) you should be able to set your linux shell to `bash`

Mac warns me that `bash` is not the default, but that is okay.

```
The default interactive shell is now zsh.  
To update your account to use zsh, please run `chsh -s /bin/zsh`.  
For more details, please visit https://support.apple.com/kb/HT208050.
```

If you use `pwd` you can see your current path

```
pwd
```

```
/Users/brownsarahm
```

It outputs the absolute path of the location that I was at.

we start at home (~)

We can change directory with `cd`

```
cd Documents/inclass/
```

We can make a new directory with `mkdir`

```
mkdir systems
```

What you want to have is a folder for class (mine is systems) in a place you can find it. (mine is in my inclass folder, I have a separate teaching folder for outside of class time, like where my draft of these notes is)

You might:

- make a systems folder in your Documents folder
- make an inclass folder in the CSC311 folder you already made
- use the CSC311 folder as your in class working space

```
cd systems/
```

```
pwd
```

```
/Users/brownsarahm/Documents/inclass/systems
```

```
cd
```

Next, we go back to where we want to be

```
cd Documents/inclass/systems/
```

```
cd Documents/inclass/systems/
```

```
pwd
```

```
/Users/brownsarahm/Documents/inclass/systems
```

To go back one step in the path, (one level up in the tree) we use `cd ..`

```
cd ..
```

`..` is a special file that points to a specific relative path, of one level up.

```
pwd
```

```
/Users/brownsarahm/Documents/inclass
```

```
cd systems/
```

We can use multiple to go up many levels

```
cd ../../../../../../Downloads/
```

If we give no path to `cd` it brings us to home.

```
cd
```

Then we go back to where we want to b

```
cd Documents/inclass/systems/
```

```
pwd
```

```
/Users/brownsarahm/Documents/inclass/systems
```

```
cd ../../
```

```
pwd
```

```
/Users/brownsarahm/Documents
```

```
cd .. /
```

If you start to tab complete with a nonunique set of characters

```
cd Do
```

```
Documents/ Downloads/
```

it shows you the options and puts what you had back on the prompt.

Then we can tab complete by adding enough letters to be unique.

```
cd Documents/inclass/systems/
```

## 3.2. A toy repo for in class

this repo will be for *in class* work, you will not get feedback inside of it, unless you ask, but you will answer questions in your kwl repo about what we do in this repo sometimes

**only work in this repo during class time** or making up class, unless specifically instructed to

Preferred:

1. [view the template](#)
2. click the green “use this template” button in the top right
3. make `compsys-progtools` the owner
4. set the name to `gh-inclass-<your gh username>` replacing the `<>` part with your actual name

### ⚠ Warning

If the template link does not work, you are not in the org yet

## 3.3. Authenticating with GitHub

We have two choices to Download a repository:

1. clone to maintain a link using git
2. download zip to not have to use git, but have no link

we want option 1 because we are learning git

For a public repo, it won't matter, you can use any way to download it that you would like, but for a private repo, we need to be authenticated.

### 3.3.1. Authenticating with GitHub

There are many ways to authenticate securely with GitHub and other git clients. We're going to use easier ones for today, but we'll come back to the third, which is a bit more secure and is a more general type of authentication.

1. ssh keys (we will do this later)
2. `gh` CLI / gitscm in GitBash through browser

we will do option 2 for today

#### 3.3.1.1. GitBash (windows mostly)

- `git clone` and paste your URL from GitHub
- then follow the prompts, choosing to authenticate in Browser.

#### 3.3.1.2. Native terminal ( MacOS X/Linux/WSL)

- GitHub CLI: enter `gh auth login` and follow the prompts.
- then `git clone` and paste your URL from github

#### 3.3.1.3. If nothing else works

Create a [personal access token](#). This is a special one time password that you can use like a password, but it is limited in scope and will expire (as long as you choose settings well).

Then proceed to the clone step. You may need to configure an identity later with `git config`

also go to office hours later to get better authentication

### 3.3.2. Cloning a repository

We will create a local copy by cloning

```
git clone https://github.com/compsys-progtools/gh-inclass-brownsarahm.git
```

```
Cloning into 'gh-inclass-brownsarahm'...
remote: Enumerating objects: 5, done.
remote: Counting objects: 100% (5/5), done.
remote: Compressing objects: 100% (2/2), done.
remote: Total 5 (delta 0), reused 4 (delta 0), pack-reused 0 (from 0)
Receiving objects: 100% (5/5), done.
```

Confirm it worked with:

```
ls
```

```
gh-inclass-brownsarahm
```

this folder was empty, but now we have a folder named like the repo

## 3.4. What is in a repo?

We can enter that folder

```
cd gh-inclass-brownsarahm/
```

When we compare the local directory to GitHub

```
ls
```

Notice that the `.github/workflows` that we see on GitHub is missing, that is because it is *hidden*. All file names that start with `.` are hidden.

We can actually see the rest with the `-a` for **all option** or **flag**. Options are how we can pass non required parameters to command line programs.

```
ls -a
```

```
. . . .git .github
```

We also see some special “files”, `.` the current location and `..` up one directory

`ls` can also take an explicit path as the argument to list a different folder than the current working directory.

```
ls .github/
```

```
workflows
```

We can use it with any relative path.

```
ls .github/workflows/
```

```
create_issues.yml
```

## 3.5. How do I know what git knows?

`git status` is your friend.

```
git status
```

```
On branch main
Your branch is up to date with 'origin/main'.

nothing to commit, working tree clean
```

this command compares your working directory (what you can see with `ls -a` and all subfolders except the `.git` directory) to the current state of your `.git` directory.

## 3.6. Closing an Issue with a commit

Next, we ran the one action in the gh-inclas repo, it creates 3 issues.

Now we can make the about file.

We added a file from the code tab in browser, titled it `about.md` and put some content in.

In the commit message, we used `closes #x` where `x` is the issue to close the issue.

If we look locally, we do not see the file.

```
ls
```

With git status, we see it thinks it is still up to date

```
git status
```

```
On branch main
Your branch is up to date with 'origin/main'.

nothing to commit, working tree clean
```

This is because it only compares with the `.git` directory, not the internet. So, we can update that repo without changing the working directory with `fetch`

```
git fetch
```

```
remote: Enumerating objects: 4, done.  
remote: Counting objects: 100% (4/4), done.  
remote: Compressing objects: 100% (2/2), done.  
remote: Total 3 (delta 0), reused 0 (delta 0), pack-reused 0 (from 0)  
Unpacking objects: 100% (3/3), 960 bytes | 240.00 KiB/s, done.  
From https://github.com/compsys-progtools/gh-inclass-brownsarahm  
 0373342..0e7c990 main      -> origin/main
```

Now, we can do status again.

```
git status
```

```
On branch main  
Your branch is behind 'origin/main' by 1 commit, and can be fast-forwarded.  
(use "git pull" to update your local branch)  
  
nothing to commit, working tree clean
```

now it knows we are behind

```
ls
```

but the working directory is still the same

we can use pull to update our local main branch

```
git pull
```

```
Updating 0373342..0e7c990  
Fast-forward  
 about.md | 3 +++  
 1 file changed, 3 insertions(+)  
 create mode 100644 about.md
```

and check the working directory

```
ls
```

```
about.md
```

and it is there!

## 3.7. Making a branch with GitHub and working offline

First on an issue, create a branch using the link in the development section of the right side panel. See the [github docs](#) for how to do that.

First we will update the `.git` directory without changing the working directory using `git fetch`. We have to tell git fetch where to get the data from, we do that using a name of a [remote](#).

```
git fetch origin
```

```
From https://github.com/compsys-progtools/gh-inclass-brownsarahm
 * [new branch]      1-create-a-readme -> origin/1-create-a-readme
```

and the second, this switches branches.

```
git checkout 1-create-a-readme
```

```
branch '1-create-a-readme' set up to track 'origin/1-create-a-readme'.
Switched to a new branch '1-create-a-readme'
```

again, we check the status

```
git status
```

```
On branch 1-create-a-readme
Your branch is up to date with 'origin/1-create-a-readme'.

nothing to commit, working tree clean
```

now it says we are on a new branch

## 3.8. Creating a file on the terminal

The `touch` command creates an empty file.

```
touch README.md
```

We can use `ls` to see our working directory now.

```
ls
```

```
README.md      about.md
```

```
git status
```

```
On branch 1-create-a-readme
Your branch is up to date with 'origin/1-create-a-readme'.

Untracked files:
  (use "git add <file>..." to include in what will be committed)
    README.md

nothing added to commit but untracked files present (use "git add" to track)
```

```
nano README.md
```

we used the [nano text editor](#). `nano` is simpler than other text editors that tend to be more popular among experts, `vim` and `emacs`. Getting comfortable with nano will get you used to the ideas, without putting as much burden on your memory. This will set you up to learn those later, if you need a more powerful terminal text editor.

We put some content in the file, any content then saved and exit.

On the nano editor the `^` stands for control.

and we can look at the contents of it.

Now we will check again with git.

`cat` concatenates the contents of a file to standard out, where all of the content that is shown on the terminal is.

```
cat README.md
```

```
# GitHub Practice
Name: Sarah Brown
```

and we can see the contents

```
git status
```

```
On branch 1-create-a-readme
Your branch is up to date with 'origin/1-create-a-readme'.

Untracked files:
  (use "git add <file>..." to include in what will be committed)
    README.md

nothing added to commit but untracked files present (use "git add" to track)
```

In this case both say to `git add` to track or to include in what will be committed. Under untracked files it says `git add <file>...`, in our case this would look like `git add about.md`. However, remember we learned that the `.` that is always in every directory is a special “file” that points to the current directory, so we can use that to add **all** files. Since we have only one,

the two are equivalent, and the `.` is a common shortcut, because most of the time we want to add everything we have recently worked on in a single commit.

`git add` puts a file in the “staging area” we can use the staging area to group files together and put changes to multiple files in a single commit. This is something we **cannot** do on GitHub in the browser, in order to save changes at all, we have to commit. Offline, we can save changes to our computer without committing at all, and we can group many changes into a single commit.

We will use `.` as our “file” to stage everythign in the current working directory.

```
git add .
```

And again, we will check in with git

```
git status
```

```
On branch 1-create-a-readme
Your branch is up to date with 'origin/1-create-a-readme'.

Changes to be committed:
  (use "git restore --staged <file>..." to unstage)
    new file: README.md
```

Now that one file is marked as a new file and it is in the group “to be committed”. Git also tells us how to undo the thing we just did.

### 💡 Try this yourself

Try making a change, adding it, then restoring it. Use git status to see what happens at each point

Next, we will commit the file. We use `git commit` for this. the `-m` option allows us to put our commit message directly on the line when we commit. Notice that unlike committing on GitHub, we do not choose our branch with the `git commit` command. We have to be “on” that branch before the `git commit`.

```
git commit -m 'create readme closes #1'
```

Again, we use a closing keyword so that it will close the issue.

```
[1-create-a-readme c7375fa] create readme closes #1
 1 file changed, 3 insertions(+)
 create mode 100644 README.md
```

one more check

```
git status
```

```
On branch 1-create-a-readme
Your branch is ahead of 'origin/1-create-a-readme' by 1 commit.
  (use "git push" to publish your local commits)

nothing to commit, working tree clean
```

### ⚠ Warning

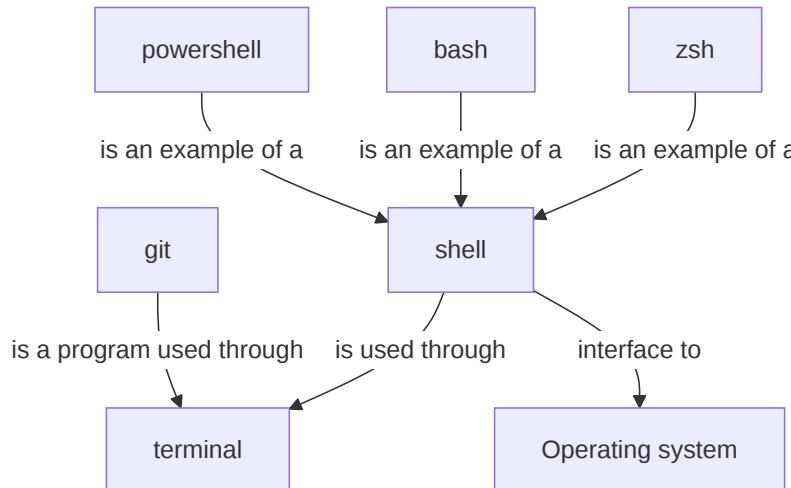
when you make your first commit you will need to do some [config](#) steps to set your email and user name.

and push to send to [gihub.com](#)

```
git push
```

```
Enumerating objects: 4, done.
Counting objects: 100% (4/4), done.
Delta compression using up to 8 threads
Compressing objects: 100% (2/2), done.
Writing objects: 100% (3/3), 353 bytes | 353.00 KiB/s, done.
Total 3 (delta 0), reused 0 (delta 0), pack-reused 0 (from 0)
To https://github.com/compsys-progtools/gh-inclass-brownsarahm.git
  0e7c990..c7375fa 1-create-a-readme -> 1-create-a-readme
```

## 3.9. Summary



Another way to think about things (and adds some additional examples to help you differentiate between categories and examples of categories)



Today's bash commands:

command	explanation
<code>pwd</code>	print working directory
<code>cd &lt;path&gt;</code>	change directory to path
<code>mkdir &lt;name&gt;</code>	make a directory called name
<code>ls</code>	list, show the files
<code>touch</code>	create an empty file

We also learned some git commands

command	explanation
<code>status</code>	describe what relationship between the working directory and git
<code>clone &lt;url&gt;</code>	make a new folder locally and download the repo into it from url, set up a remote to url
<code>add &lt;file&gt;</code>	add file to staging area
<code>commit -m 'message'</code>	commit using the message in quotes

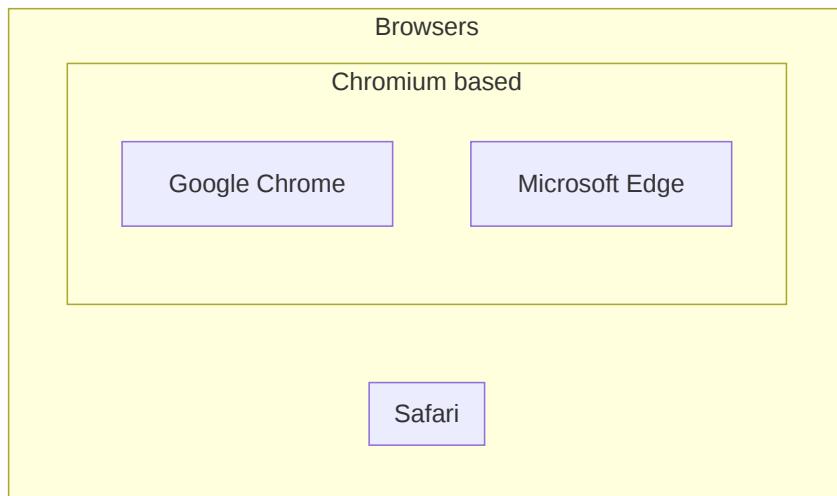
command	explanation
push	send to the remote

## 3.10. Prepare for Next Class

1. Find the glossary page for the course website, link it below. Review the terms for the next class: shell, terminal, bash, git, zsh, powershell, GitHub. Make a diagram using [mermaid](#) to highlight how these terms relate to one another. Put this in a file called `terminal-vocab.md` on a branch linked to this issue.
2. Check your kwl repo before class and see if you have received feedback, reply or merge accordingly.

## 3.11. Example

Example “venn diagram “ with [mermaid subgraphs](#)



## 3.12. Badges

[Review](#) [Practice](#)

Any steps in a badge marked **lab** are steps that we are going to focus in on during the next lab time. Remember the goal of lab is to help you complete the work, not add additional work. The lab checkout will include some other tasks and then we will encourage you to work on this badge while we are there to help. Lab checkouts are checked only for completion though, not correctness, so steps of activities that we want you to really think about and revise if incorrect will be in a practice or review badge.

1. Read the notes. If you have any questions, post an issue on the course website repo.
2. Using your terminal, download your KWL repo. Include the command used in your badge PR.
3. Try using setting up git using your favorite IDE or GitHub Desktop. Make a file `gitoffline.md` and include some notes of how it went. Was it hard? easy? what did you figure out or get stuck on? Is the terminology consistent or does it use different terms?

4. **lab** Explore the difference between git add and git commit: try committing and pushing without adding, then add and push without committing. Describe what happens in each case in a file called gitcommit.md. Compare what happens based on what you can see on GitHub and what you can see with git status.

## 3.13. Experience Report Evidence

## 3.14. Questions After Today's Class

### ⚠ Warning

will be added

## 4. How do git branches work?

Today we are going to work with branches offline to begin to understand them better.

### 4.1. Git cheatsheets

High quality, correct references are important to gaining an understanding and being able to use tools well.

#### ❗ Important

Checking for factual information is not reliable in LLMs. They can be a helpful coding assistant when you know what you want, but they generate text that cannot be fact checked.

- [visual cheatsheet](#)
- [github cheatsheet in many languages](#)
- [complete official docs](#)

We are going to work between the browser and locally in order to simulate scenarios that most often occur in collaboration, but can also occur working alone as well.

### 4.2. Back to the gh-inclass repo

Recall, We can move around and examine the computer's file structure using shell commands.

Open a new terminal window and navigate to your folder for the course (the one that contains other folders)

To confirm our current working directory we print it with `pwd`

```
pwd
```

```
/Users/brownsarahm
```

now change the path

```
cd Documents/inclass/systems/
```

then we can see what is there

```
ls
```

```
gh-inclass-brownsarahm
```

and finally go into the gh-inclass repo

```
cd gh-inclass-brownsarahm/
```

this confirms what we expect

Now let's see what is in our folder:

```
ls
```

```
README.md      about.md
```

and check in with git

```
git status
```

```
On branch 1-create-a-readme
Your branch is up to date with 'origin/1-create-a-readme'.
```

```
nothing to commit, working tree clean
```

## 4.3. Branches do not sync automatically

Now we will look in GitHub and see what is there.

### getting to GitHub from your local system

the step below requires that you have the  CLI.

```
gh repo view --web
```

```
Opening github.com/compsys-progtools/gh-inclass-brownsarahm in your browser.
```

Once we are in the browser, we created a PR for the readme branch then merged it.

Once we merge the PR, the [closing keyword](#) that was in our commit message applies. The closinng keyword did not apply on the non default branch, but it does once that commit is added to the default branch, which, in this repo is [main](#).

```
git status
```

```
On branch 1-create-a-readme
Your branch is up to date with 'origin/1-create-a-readme'.

nothing to commit, working tree clean
```

Now we go back to the main branch

```
git checkout main
```

```
Switched to branch 'main'
Your branch is up to date with 'origin/main'.
```

It thinks that we are up to date because it does not know about the changes to [origin/main](#) yet.

```
ls
```

```
about.md
```

the file is missing. It said it was up to date with origin main, but that is the most recent time we checked github only. It's up to date with our local record of what is on GitHub, not the current GitHub.

Next, we will update locally, with [git fetch](#)

```
git fetch
```

```
remote: Enumerating objects: 1, done.
remote: Counting objects: 100% (1/1), done.
remote: Total 1 (delta 0), reused 0 (delta 0), pack-reused 0 (from 0)
Unpacking objects: 100% (1/1), 911 bytes | 455.00 KiB/s, done.
From https://github.com/compsys-progtools/gh-inclass-brownsarahm
  0e7c990..0c12714  main      -> origin/main
```

Here we see 2 sets of messages. Some lines start with “remote” and other lines do not. The “remote” lines are what [git](#) on the GitHub server said in response to our request and the other lines are what [git](#) on your local computer said.

So, here, it counted up the content, and then sent it on GitHub’s side. On the local side, it unpacked (remember git compressed the content before we sent it). It describes the changes that were made on the GitHub side, the main branch was

moved from one commit to another. So it then updates the local main branch accordingly ("Updating 6a12db0...caeacb5").

We can see that if this updates the working directory too:

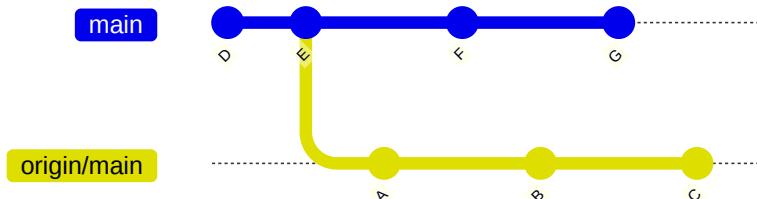
```
ls
```

no changes yet. `fetch` updates the .git directory so that git knows more, but does not update our local file system.

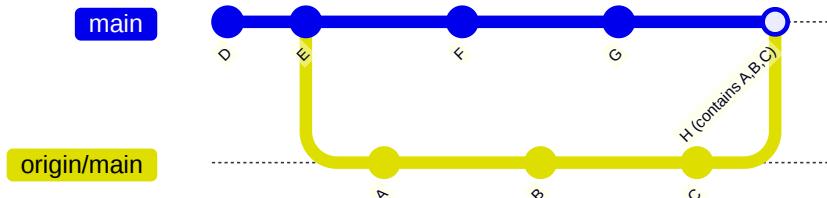
```
about.md
```

### 4.3.1. Git Merge

When branches need to be merged they could look like this:

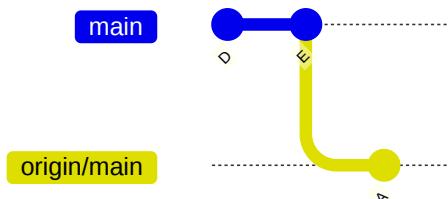


After merge, it looks like this:



There is a new commit with the content.

In our case it is simpler:



so it will fast forward



### 4.3.2. git rebase

If a repo is like this:



after:



## 4.4. Git Pull

remember git pull does:

1. `git fetch`
2. `git merge` (default, if possible) or `git rebase` (if settings or with option)

`git pull`

```
Updating 0e7c990..0c12714
Fast-forward
 README.md | 3 +++
 1 file changed, 3 insertions(+)
 create mode 100644 README.md
```

Now, we can check again

`ls`

```
README.md      about.md
```

and it looks as expected

## 4.5. Viewing Commit History

We can see commits with `git log`

`git log`

```
commit 0c1271483e62e69b8b3fc329203617b7093413df (HEAD -> main, origin/main, origin/HEAD)
Merge: 0e7c990 c7375fa
Author: Sarah Brown <brownsarahm@uri.edu>
Date: Tue Sep 17 12:50:51 2024 -0400

    Merge pull request #4 from compsys-progtools/1-create-a-readme

    create readme closes #1

commit c7375fac0043cf3c233d705201851a10e4e53ac (origin/1-create-a-readme, 1-create-a-readme)
Author: Sarah M Brown <brownsarahm@uri.edu>
Date: Thu Sep 12 13:42:56 2024 -0400

    create readme closes #1

commit 0e7c990886ec282ba570b3400908ff46698e7dc0
Author: Sarah Brown <brownsarahm@uri.edu>
Date: Thu Sep 12 13:21:42 2024 -0400

    start about file closes #3

commit 03733421ad69f816094fa62e3031a7703aa308e3
Author: Sarah Brown <brownsarahm@uri.edu>
Date: Thu Sep 12 12:57:58 2024 -0400

Initial commit
```

this is a program, we can use enter/down arrow to move through it and then `q` to exit.

## 4.6. making a new branch locally

We've used `git checkout` to switch branches before. To also create a branch at the same time, we use the `-b` option.

A few examples:

If we use `checkout` without `-b` and an unknown branch name,

```
git checkout my_branch_checkedout
```

```
error: pathspec 'my_branch_checkedout' did not match any file(s) known to git
```

it gives us an error, this does not work

but with `-b` we can make the branch and switch at the same time.

```
git checkout -b my_branch_checkedoutb
```

```
Switched to a new branch 'my_branch_checkedoutb'
```

so we see it is done!

`create` does not exist

```
git branch create my_branch_create
```

```
fatal: not a valid object name: 'my_branch_create'
```

so it tried to treat create as a name and finds that as extra

This version gives us two new observations

```
git branch my_branch; git checkout my_branch
```

```
Switched to branch 'my_branch'
```

It switches, but does not say it's new. That is because it made the branch first, then switched.

The ; allowed us to put 2 commands in one line.

We can view a list of branches:

```
git branch
```

```
1-create-a-readme
main
* my_branch
  my_branch_checkedoutb
```

or again look at the log

```
git log
```

```
commit 0c1271483e62e69b8b3fc329203617b7093413df (HEAD -> my_branch, origin/main, origin/HEAD, my_branch_c
Merge: 0e7c990 c7375fa
Author: Sarah Brown <brownsarahm@uri.edu>
Date: Tue Sep 17 12:50:51 2024 -0400

    Merge pull request #4 from compsys-progtools/1-create-a-readme

    create readme closes #1

commit c7375faca0043cf3c233d705201851a10e4e53ac (origin/1-create-a-readme, 1-create-a-readme)
Author: Sarah M Brown <brownsarahm@uri.edu>
Date: Thu Sep 12 13:42:56 2024 -0400

    create readme closes #1

commit 0e7c990886ec282ba570b3400908ff46698e7dc0
Author: Sarah Brown <brownsarahm@uri.edu>
Date: Thu Sep 12 13:21:42 2024 -0400

    start about file closes #3

commit 03733421ad69f816094fa62e3031a7703aa308e3
Author: Sarah Brown <brownsarahm@uri.edu>
```

branches are pointers, so each one is located at a particular commit.

the `-r` option shows us the remote ones

```
git branch -r
```

```
origin/1-create-a-readme
origin/HEAD -> origin/main
origin/main
```

First we'll go back to main

```
git checkout main
```

```
Switched to branch 'main'
Your branch is up to date with 'origin/main'.
```

We will make a branch for our next task.

```
git chckeout fun_fact
```

```
git: 'chckeout' is not a git command. See 'git --help'.
```

```
The most similar command is
checkout
```

I made a typo, but it offers a hint.

then it works when we fix the typo

```
git checkout -b fun_fact
```

```
Switched to a new branch 'fun_fact'
```

## 4.7. Creating a Merge Conflict

```
nano about.md
```

we used the [nano text editor](#). `nano` is simpler than other text editors that tend to be more popular among experts, `vim` and `emacs`. Getting comfortable with nano will get you used to the ideas, without putting as much burden on your memory. This will set you up to learn those later, if you need a more powerful terminal text editor.

this opens the nano program on the terminal. it displays reminders of the commands at the bottom of the screen and allows you to type into the file right away.

Add any fun fact on the line below your content. Then, write out (save), it will prompt the file name. Since we opened nano with a file name (`about.md`) specified, you will not need to type a new name, but to confirm it, by pressing enter/return.

```
cat about.md
```

```
# Sarah Brown  
tenure year: 2027  
- i skied competitively in hs
```

```
git status
```

```
On branch fun_fact  
Changes not staged for commit:  
(use "git add <file>..." to update what will be committed)  
(use "git restore <file>..." to discard changes in working directory)  
modified:   about.md  
  
no changes added to commit (use "git add" and/or "git commit -a")
```

```
git add about.md
```

```
git status
```

```
On branch fun_fact
Changes to be committed:
  (use "git restore --staged <file>..." to unstage)
    modified:   about.md
```

we are going to do it without the `-m` on purpose here to learn how to fix it

```
git commit
```

```
[fun_fact 70759fd] add fun fact
 1 file changed, 1 insertion(+)
```

without a commit message it puts you in vim. Read the content carefully, then press `a` to get into `~insert~` mode. Type your message and/or uncomment the template.

When you are done use `escape` to go back to command mode, the `~insert~` at the bottom of the screen will go away. Then type `:wq` and press enter/return.

What this is doing is adding a temporary file with the commit message that git can use to complete your commit.

```
git log
```

```
commit 70759fda93a0b9c714a81f9de79df7fdfec3ab88 (HEAD -> fun_fact)
Author: Sarah M Brown <brownsarahm@uri.edu>
Date:   Tue Sep 17 13:21:33 2024 -0400

  add fun fact

commit 0c1271483e62e69b8b3fc329203617b7093413df (origin/main, origin/HEAD, my_branch_checkedoutb, my_branch_checkedout)
Merge: 0e7c990 c7375fa
Author: Sarah Brown <brownsarahm@uri.edu>
Date:   Tue Sep 17 12:50:51 2024 -0400

  Merge pull request #4 from compsys-progtools/1-create-a-readme

  create readme closes #1

commit c7375faca0043cf3c233d705201851a10e4e53ac (origin/1-create-a-readme, 1-create-a-readme)
Author: Sarah M Brown <brownsarahm@uri.edu>
Date:   Thu Sep 12 13:42:56 2024 -0400

  create readme closes #1

commit 0e7c990886ec282ba570b3400908ff46698e7dc0
Author: Sarah Brown <brownsarahm@uri.edu>
```

Now we will push to github.

```
git push
```

```
fatal: The current branch fun_fact has no upstream branch.  
To push the current branch and set the remote as upstream, use
```

```
git push --set-upstream origin fun_fact
```

```
To have this happen automatically for branches without a tracking  
upstream, see 'push.autoSetupRemote' in 'git help config'.
```

It cannot push, because it does not know where to push, like we noted above that it did not compare to origin, that was because it does not have an “upstream branch” or a corresponding branch on a remote server. It does not work at first because this branch does not have a remote.

To fix it, we do as git said.

```
git push --set-upstream origin fun_fact
```

```
Enumerating objects: 5, done.  
Counting objects: 100% (5/5), done.  
Delta compression using up to 8 threads  
Compressing objects: 100% (3/3), done.  
Writing objects: 100% (3/3), 317 bytes | 317.00 KiB/s, done.  
Total 3 (delta 1), reused 0 (delta 0), pack-reused 0 (from 0)  
remote: Resolving deltas: 100% (1/1), completed with 1 local object.  
remote:  
remote: Create a pull request for 'fun_fact' on GitHub by visiting:  
remote:     https://github.com/compsys-progtools/gh-inclass-brownsarahm/pull/new/fun_fact  
remote:  
To https://github.com/compsys-progtools/gh-inclass-brownsarahm.git  
 * [new branch]      fun_fact -> fun_fact  
branch 'fun_fact' set up to track 'origin/fun_fact'.
```

## 4.8. Merge conflicts

We are going to *intentionally* make a merge conflict here.

This means we are learning two things:

- what *not* to do if you can avoid it
- how to fix it when a merge conflict occurs

Merge conflicts are not **always** because someone did something wrong; it can be a conflict in the simplest term because two people did two types of work that were supposed to be independent, but turned out not to be.

First, in your browser edit the [about.md](#) file to have a second fun fact.

Then edit it locally to also have 2 fun facts.

```
nano about.md
```

```
cat about.md
```

```
# Sarah Brown  
  
tenure year: 2027  
- i skied competitively in hs  
- i went to Northeastern
```

```
git pull
```

```
remote: Enumerating objects: 5, done.  
remote: Counting objects: 100% (5/5), done.  
remote: Compressing objects: 100% (3/3), done.  
remote: Total 3 (delta 1), reused 0 (delta 0), pack-reused 0 (from 0)  
Unpacking objects: 100% (3/3), 973 bytes | 324.00 KiB/s, done.  
From https://github.com/compsys-progtools/gh-inclass-brownsarahm  
    70759fd..462402f fun_fact -> origin/fun_fact  
Updating 70759fd..462402f  
error: Your local changes to the following files would be overwritten by merge:  
      about.md  
Please commit your changes or stash them before you merge.  
Aborting
```

It does not work because we have not committed.

This is helpful because it prevents us from losing any work.

```
git status
```

```
On branch fun_fact  
Your branch is behind 'origin/fun_fact' by 1 commit, and can be fast-forwarded.  
(use "git pull" to update your local branch)  
  
Changes not staged for commit:  
(use "git add <file>..." to update what will be committed)  
(use "git restore <file>..." to discard changes in working directory)  
      modified:   about.md  
  
no changes added to commit (use "git add" and/or "git commit -a")
```

we can add and commit at the same time using the `-a` option from the `git commit`

```
git commit -a -m 'local second fun fact'
```

```
[fun_fact 62dcf61] local second fun fact  
1 file changed, 1 insertion(+)
```

Now we try to pull again

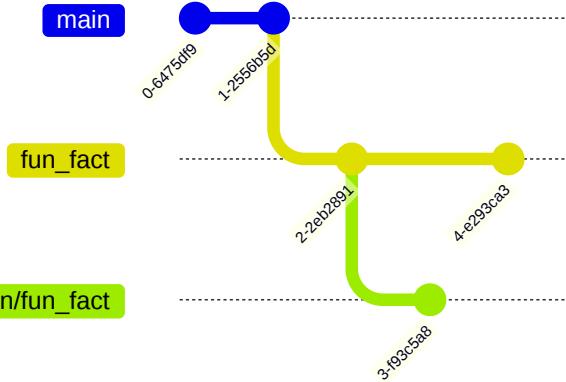
```
git pull
```

```

hint: You have divergent branches and need to specify how to reconcile them.
hint: You can do so by running one of the following commands sometime before
hint: your next pull:
hint:
hint:   git config pull.rebase false  # merge
hint:   git config pull.rebase true   # rebase
hint:   git config pull.ff only      # fast-forward only
hint:
hint: You can replace "git config" with "git config --global" to set a default
hint: preference for all repositories. You can also pass --rebase, --no-rebase,
hint: or --ff-only on the command line to override the configured default per
hint: invocation.
fatal: Need to specify how to reconcile divergent branches.

```

Now it cannot work because the branches have diverged. This illustrates the fact that our two versions of the branch `fun_fact` and `origin/fun_fact` are two separate things.



git gave us some options, we will use [rebase](#) which will apply our local commits *after* the remote commits.

```
git pull --rebase
```

```

Auto-merging about.md
CONFLICT (content): Merge conflict in about.md
error: could not apply 62dcf61... local second fun fact
hint: Resolve all conflicts manually, mark them as resolved with
hint: "git add/rm <conflicted_files>", then run "git rebase --continue".
hint: You can instead skip this commit: run "git rebase --skip".
hint: To abort and get back to the state before "git rebase", run "git rebase --abort".
hint: Disable this message with "git config advice.mergeConflict false"
Could not apply 62dcf61... local second fun fact

```

it gets most of it, but gets stopped at a conflict.

```
git status
```

```
interactive rebase in progress; onto 462402f
Last command done (1 command done):
  pick 62dcf61 local second fun fact
No commands remaining.
You are currently rebasing branch 'fun_fact' on '462402f'.
  (fix conflicts and then run "git rebase --continue")
  (use "git rebase --skip" to skip this patch)
  (use "git rebase --abort" to check out the original branch)

Unmerged paths:
  (use "git restore --staged <file>..." to unstage)
  (use "git add <file>..." to mark resolution)
    both modified:  about.md

no changes added to commit (use "git add" and/or "git commit -a")
```

this highlights what file the conflict is in

we can inspect this file

```
nano about.md
```

```
# Sarah Brown

tenure year: 2027
- i skied competitively in hs
<<<<<< HEAD
- i started at uri in 2020
=====
- i went to Northeastern
>>>>> "local fun fact"
```

We have to manually edit it to be what we want it to be. We can take one change the other or both.

In this case, we will choose both, so my file looks like this in the end.

```
# Sarah Brown

tenure year: 2027
- i skied competitively in hs
- i started at uri in 2020
- i went to Northeastern
```

```
git status
```

```
interactive rebase in progress; onto 462402f
Last command done (1 command done):
  pick 62dcf61 local second fun fact
No commands remaining.
You are currently rebasing branch 'fun_fact' on '462402f'.
  (fix conflicts and then run "git rebase --continue")
  (use "git rebase --skip" to skip this patch)
  (use "git rebase --abort" to check out the original branch)

Unmerged paths:
  (use "git restore --staged <file>..." to unstage)
  (use "git add <file>..." to mark resolution)
    both modified:  about.md

no changes added to commit (use "git add" and/or "git commit -a")
```

Now, we do git add and commit

```
git commit -a -m 'keep both changes'
```

```
[detached HEAD c3e68a0] keep both changes
 1 file changed, 2 insertions(+)
```

and check again

```
git status
```

```
interactive rebase in progress; onto 462402f
Last command done (1 command done):
  pick 62dcf61 local second fun fact
No commands remaining.
You are currently editing a commit while rebasing branch 'fun_fact' on '462402f'.
  (use "git commit --amend" to amend the current commit)
  (use "git rebase --continue" once you are satisfied with your changes)

nothing to commit, working tree clean
```

Now, we follow the instructions again, and continue the rebase to combine our branches

```
git rebase --continue
```

```
Successfully rebased and updated refs/heads/fun_fact.
```

Once we rebase and everything is done, we can push.

```
git push
```

```

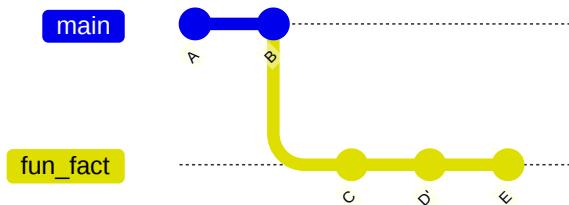
Enumerating objects: 5, done.
Counting objects: 100% (5/5), done.
Delta compression using up to 8 threads
Compressing objects: 100% (3/3), done.
Writing objects: 100% (3/3), 309 bytes | 309.00 Kib/s, done.
Total 3 (delta 2), reused 0 (delta 0), pack-reused 0 (from 0)
remote: Resolving deltas: 100% (2/2), completed with 2 local objects.
To https://github.com/compsys-progtools/gh-inclass-brownsarahm.git
  462402f..c3e68a0  fun_fact -> fun_fact

```

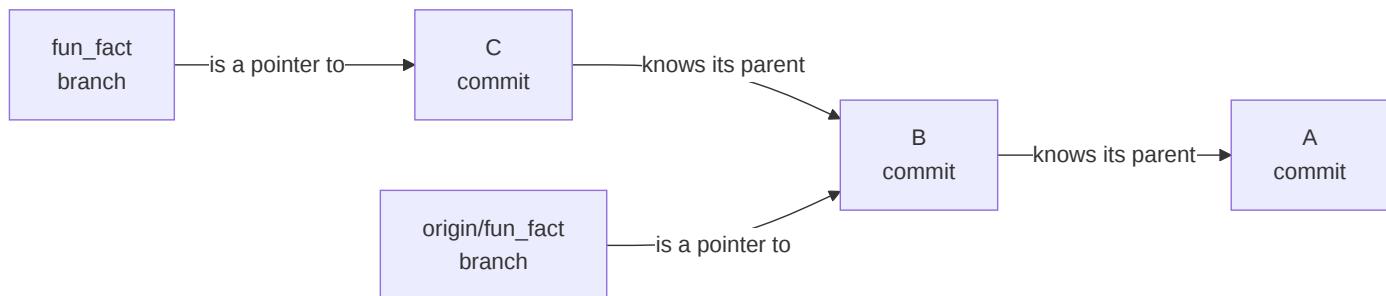
## 4.9. Summary

- branches do not sync automatically
- branches are pointers to commits
- every commit knows its parents
- if two different commits have the same parent, when we try to merge we will have divergent branches
- divergent branches can be merged by different strategies
- a merge conflict occurs if, when merging branches, a single file has been edited in two different ways

We often visualize git using graphs like subway maps:



However you can also think of what we learned today like this:



Over the next few weeks we will keep refining this understanding.

### 4.9.1. New bash commands

command	explanation
<code>cat</code>	concatenate a file to standard out (show the file contents)

## 4.9.2. New git commands

command	explanation
<code>git log</code>	show list of commit history
<code>git branch</code>	list branches in the repo
<code>git branch new_name</code>	create a <code>new_name</code> branch
<code>git checkout -b new_Name</code>	create a <code>new_name</code> branch and switch to it
<code>git pull</code>	apply or fetch and apply changes from a remote branch to a local branch

## 4.10. Prepare for Next Class

Examine an open source software project and fill in the template below in a file called software.md in your kwl repo on a branch that is linked to this issue. You do not need to try to understand how the code works for this exercise, but instead focus on how the repo is set up, what additional information is in there beyond the code. You may pick any mature open source project, meaning a project with recent commits, active PRs and issues, multiple contributors. In class we will have a discussion and you will compare what you found with people who examined a different project. Coordinate with peers (eg using the class discussion or in lab time) to look at different projects in order to discuss together in class.

```
## Software Reflection

Project : <markdown link to repo>

## README

<!-- what is in the readme? how well does it help you -->

## Contents

<!-- denote here types of files (code, what languages, what other files) -->

## Automation

<!-- comment on what types of stuff is in the .github directory -->

## Documentation

<!-- what support for users? what for developers? code of conduct? citation? -->

## Hidden files and support
<!-- What type of things are in the hidden files? who would need to see those files vs not? -->
```

Some open source projects if you do not have one in mind:

- [pandas](#)
- [numpy](#)
- [GitHub CLI](#)

- [Rust language](#)
- [vs code](#)
- [TypeScript](#)
- [Swift](#)
- [Jupyter book](#)
- [git-novice lesson](#)

## 4.11. Badges

**Review**

**Practice**

1. Create a merge conflict in your github in class repo and resolve it using your favorite IDE,. Describe how you created it, show the files, and describe how your IDE helps or does not help in ide\_merge\_conflict.md. Give advice for when you think someone should resolve a merge conflict manually vs using an IDE. (if you do not regularly use an, IDE, try VSCode)
2. Read more details about [git branches](#)(you can also use other resources) add branches.md to your KWL repo and describe how branches work, in your own words. Include one question you have about branches or one scenario you think they could help you with.

## 4.12. Experience Report Evidence

## 4.13. Questions After Today's Class

### 4.13.1. How do I know if everything I submitted was done properly, or see a grade of some sort. I know comments are left but sometimes when I check I don't really know if I did everything right.

If it's approved you completed the badge, if revisions are requested, then you need to revise.

Starting next week, we will learn how to produce a progress report.

### 4.13.2. Why wouldn't you just use vs code or git hub directly?

Using the terminal is generally faster once you learn it. It also allows you to write scripts.

Some things cannot be done in browser, plus when you are writing code you would be working outside of the browser.

### 4.13.3. How common are merging issues?

Merge conflicts are very common. It happens whenever a branch is edited in two places.

#### **4.13.4. How can I merge the new branch locally, not from the website?**

the `git merge` command

#### **4.13.5. Is it possible to have more than one merge conflict on a line?**

on a single line it will count it as a single conflict, because it counts by lines

#### **4.13.6. What is the order of merge and rebase?**

There are two options for the same thing, but they put commits in a different order.

### **5. When do I get an advantage from git and bash?**

so far we have used git and bash to accomplish familiar goals, and git and bash feel like just extra work for familiar goals.

Today, we will start to see why git and bash are essential skills: they give you efficiency gains and time traveling super powers (within your work, only, sorry)

#### **5.1. Setting the stage**

To [prepare for today's class](#) you examined an open source project.

We noticed that while the contents inside and the distribution of languages used as well as the specific code, or the *content* of the files was all different, a lot of the *organization* was similar.

Most had certain [community health files](#) and basic info files:

- `CONTRIBUTING`
- `CODE_OF_CONDUCT`
- `README.MD`
- `LICENSE`
- `GOVERNANCE.MD`

#### **5.2. Important references**

Use these for checking facts and resources.

- [bash](#)
- [git](#)

## 5.3. Setup

First, we'll go back to our github inclass folder, locally

```
cd gh-inclass-brownsarahm/
```

And confirm we are where we want to be

```
pwd
```

```
/Users/brownsarahm/Documents/inclass/systems/gh-inclass-brownsarahm
```

Next get the files for today's activity:

1. Find your PR that I opened for you today that has the title, “9/19 in class activity”
2. Mark it ready for review to change from draft
3. Merge it

### Note

in the issue PR it has the info about draft PRs in a link

Now we pull to get the files locally:

```
git pull
```

```
remote: Enumerating objects: 20, done.
remote: Counting objects: 100% (20/20), done.
remote: Compressing objects: 100% (9/9), done.
remote: Total 19 (delta 1), reused 17 (delta 0), pack-reused 0 (from 0)
Unpacking objects: 100% (19/19), 2.47 KiB | 126.00 KiB/s, done.
From https://github.com/compsys-progtools/gh-inclass-brownsarahm
  0c12714..991ee65  main      -> origin/main
 * [new branch]  organizing_ac -> origin/organizing_ac
Already up to date.
```

Note how many things it got

and check out status

```
git status
```

```
On branch fun_fact
Your branch is up to date with 'origin(fun_fact)'.

nothing to commit, working tree clean
```

we are still on fun\_fact

## 5.4. How does git store information?

In class, I received the following question

Why are we on the `fun_fact` branch, not `main`?

This is because of how a `branch` is implemented and how git runs.

Instead of storing important things in *variables* that only have scope of how long the program is **active** git stores its important information in *files* that it reads each time we run a command. All of git's data is in the `.git` directory.

```
ls .git
```

COMMIT_EDITMSG	ORIG_HEAD	description	info	packed-refs
FETCH_HEAD	REBASE_HEAD	hooks	logs	refs
HEAD	config	index	objects	

We will learn more about these files later, but looking at one helps us answer the question

First we will look at the `HEAD` file

```
cat .git/HEAD
```

```
ref: refs/heads/fun_fact
```

`HEAD` is a pointer to the currently checked out branch.

The other files with `HEAD` in their name are similarly pointers to other references, named corresponding to other things.

Next we switch to main, since we want to be there for the files we merged anyway

```
git checkout main
```

```
Switched to branch 'main'
Your branch is behind 'origin/main' by 2 commits, and can be fast-forwarded.
  (use "git pull" to update your local branch)
```

Now we can look at the `HEAD` file again

```
cat .git/HEAD
```

```
ref: refs/heads/main
```

it changed! because one of the things that `git checkout` does is update the head pointer.

So `HEAD` is a pointer to the branch, but the branch is also a pointer to a commit

```
cat .git/refs/heads/main
```

```
0c1271483e62e69b8b3fc329203617b7093413df
```

that file has only the hash of a commit

Each of us will have a unique hash, we'll learn more about why for next week

but if we use `git log`

```
git log
```

### ! Important

`git log` starts a program that you can exit with the `q` key.

The branch pointer matches the last commit where the HEAD and main pointers are. (`git log` also reads those files...)

```
commit 0c1271483e62e69b8b3fc329203617b7093413df (HEAD -> main, my_branch_checkedoutb, my_branch)
Merge: 0e7c990 c7375fa
Author: Sarah Brown <brownsarahm@uri.edu>
Date:   Tue Sep 17 12:50:51 2024 -0400
```

### i Note

This is truncated output for brevity

Now again, we can use `git status`

```
git status
```

```
On branch main
Your branch is behind 'origin/main' by 2 commits, and can be fast-forwarded.
  (use "git pull" to update your local branch)
```

```
nothing to commit, working tree clean
```

We're behind, so the files we merged into main are not here yet

```
ls
```

```
README.md      about.md
```

so, we will pull

```
git pull
```

```
Updating 0c12714..991ee65
Fast-forward
 API.md          | 1 +
 CONTRIBUTING.md | 1 +
 LICENSE.md       | 1 +
 _config.yml      | 1 +
 _toc.yml         | 1 +
 abstract_base_class.py | 1 +
 alternative_classes.py | 1 +
 example.md       | 1 +
 helper_functions.py | 1 +
 important_classes.py | 1 +
 philosophy.md    | 1 +
 scratch.ipynb   | 1 +
 setup.py         | 1 +
 tests_alt.py     | 1 +
 tests_helpers.py | 1 +
 tests_imp.py     | 1 +
 tsets_abc.py     | 1 +
17 files changed, 17 insertions(+)
create mode 100644 API.md
create mode 100644 CONTRIBUTING.md
create mode 100644 LICENSE.md
create mode 100644 _config.yml
create mode 100644 _toc.yml
create mode 100644 abstract_base_class.py
create mode 100644 alternative_classes.py
create mode 100644 example.md
create mode 100644 helper_functions.py
create mode 100644 important_classes.py
create mode 100644 philosophy.md
create mode 100644 scratch.ipynb
create mode 100644 setup.py
create mode 100644 tests_alt.py
create mode 100644 tests_helpers.py
create mode 100644 tests_imp.py
create mode 100644 tsets_abc.py
```

## 5.5. Organizing a project (working with files)

A common question is about how to organize projects. While our main focus in this class session is the `bash` commands to do it, the *task* that we are going to do is to organize a hypothetical python project

Put another way, we are using organizing a project as the *context* to motivate practicing with bash commands for moving files.

A different way to learn this might be to through a slide deck that lists commands and describes what each one does and then have examples at the end. Instead, we are going to focus on organizing files, and I will introduce the commands we need along the ways.

next we are going to pretend we worked on the project and made a bunch of files

I gave a bunch of files, each with a short phrase in them.

- none of these are functional files
- the phrases mean you can inspect them on the terminal

### Note

file extensions are for people; they do not specify what the file is actually written like

these are all *actually* plain text files

For example

```
cat API.md
```

```
jupyterbook file to generate api documentation
```

But our older files are as expected

```
cat README.md
```

```
# GitHub Practice  
Name: Sarah Brown
```

### Note

Here we talked about how those small files do not have a new line character at the end

### Note

On Windows, students get the warning about CRLF and LF

There is [setting in git](#) that controls it. For a good explanation, consider this [stack overflow question](#).-,-How%20autocrlf%20works%3A,-core.autocrlf%3Dtrue) about how it works.

[GitHub](#) also has a whole file on how to work with this.

[Wikipedia's history in the Newline article](#) notes that the CRLF that Windows uses actually comes from the era of teletype machines. Unix adopted LF alone and Apple (pre OSX) used CR alone.

[more OSs are described in a table](#)

## 5.5.1. How does `cat` work?

```
cat --help
```

```
cat: illegal option -- -
usage: cat [-belnstuv] [file ...]
```

it doesn't have a help option, but the error still gives us the beginning of its documentation. It says there are options we can provide `[-belnstuv]` and then we pass it a file `[file...]`

If we run it without an explicit file, it uses [STDIN](#) which we can see by trying it, or from its docs

```
cat
```

each time we type things into STDIN, it outputs that

```
lksdfldkfds
lksdfldkfds
^C
```

we can use `CTRL + C` (`^C` means that is what I pressed) to exit.

## 5.6. Files, Redirects, git restore

We will work on a branch so that we can easily recover from any mistakes

```
git checkout -b organization
```

```
Switched to a new branch 'organization'
```

and check status to ensure we are where we want to be and note that no files have been changed

```
git status
```

```
On branch organization  
nothing to commit, working tree clean
```

Let's review what is in the README

```
cat README.md
```

```
# GitHub Practice  
Name: Sarah Brown
```

Echo repeats things we pass into it

```
echo "its finally fall"
```

```
its finally fall
```

since the `echo` program writes to the STDOUT file, we can change it to write to another file by redirecting it to another file.

```
echo "its finally fall" > README.md
```

There is no output of this command

but we can look at the file

```
cat README.md
```

```
its finally fall
```

It wrote over. This would be bad, we lost content, but this is what git is for!

It is *very very* easy to undo work since our last commit.

This is good for times when you have something you have an idea and you do not know if it is going to work, so you make a commit before you try it. Then you can try it out. If it doesn't work you can undo and go back to the place where you made the commit.

As always we start by checking in

```
git status
```

```
On branch organization
Changes not staged for commit:
  (use "git add <file>..." to update what will be committed)
  (use "git restore <file>..." to discard changes in working directory)
    modified:   README.md

no changes added to commit (use "git add" and/or "git commit -a")
```

it gives us a reminder, `use "git restore <file>..." to discard changes in working directory`

So we do that:

```
git restore README.md
```

then check in with git again

```
git status
```

```
On branch organization
nothing to commit, working tree clean
```

and check the file

```
cat README.md
```

```
# GitHub Practice
Name: Sarah Brown
```

back as we wanted!

Typically, when we write to a file, in programming, we also have to tell it what *mode* to open the file with, and some options are:

- read
- write
- append

This could be familiar from:

- `fopen` in C
- or `open` in Python

## References

- [C language docs from IBM](#)

- [Python official docs](#)

C is not an open source language in the typical sense so there is no “official” C docs

We can also **redirect** the contents of a command from stdout to a file in [bash](#). Like file operations while programming there is a similar concept to this mode.

There are two types of redirects, like there are two ways to write to a file, more generally:

- overwrite ([>](#))
- append ([>>](#))
- 

We can add contents to files with [echo](#) and [>>](#)

```
echo "its finally fall" >> README.md
```

Then we check the contents of the file and we see that the new content is there.

```
cat README.md
```

```
# GitHub Practice  
Name: Sarah Brown  
its finally fall
```

We can redirect other commands too:

```
git status > curgit
```

we see this created a new file

```
ls
```

API.md	abstract_base_class.py	scratch.ipynb
CONTRIBUTING.md	alternative_classes.py	setup.py
LICENSE.md	curgit	tests_alt.py
README.md	example.md	tests_helpers.py
_config.yml	helper_functions.py	tests_imp.py
_toc.yml	important_classes.py	tsets_abc.py
about.md	philosophy.md	

and we can look at its contents too

```
cat curgit
```

```
On branch organization
Changes not staged for commit:
  (use "git add <file>..." to update what will be committed)
  (use "git restore <file>..." to discard changes in working directory)
    modified:   README.md

Untracked files:
  (use "git add <file>..." to include in what will be committed)
    curgit

no changes added to commit (use "git add" and/or "git commit -a")
```

this is not a file we actually want, which gives us a chance to learn another new bash command: `rm` for remove

```
rm curgit
```

Note that this is a true, full, and complete DELETE, this does not put the file in your recycling bin or the apple trash can that you can recover the file from, it is **gone** for real.

We will see soon a way around this, because git can help.

use `rm` with great care

```
git status
```

```
On branch organization
Changes not staged for commit:
  (use "git add <file>..." to update what will be committed)
  (use "git restore <file>..." to discard changes in working directory)
    modified:   README.md

no changes added to commit (use "git add" and/or "git commit -a")
```

Now we have made some changes we want, so let's commit our changes.

```
git commit -a -m "add a note"
```

```
[organization 72b85c7] add a note
 1 file changed, 1 insertion(+)
```

```
git status
```

```
On branch organization
nothing to commit, working tree clean
```

```
git status
```

Now we will add some text to the readme

```
echo "|file | contents |
> | --| --
> | abstract_base_class.py | core abstract classes for the project |
> | helper_functions.py | util functions that are called by many classes |
> | important_classes.py | classes that inherit from the abc |
> | alternative_classes.py | classes that inherit from the abc |
> | LICENSE.md | the info on how the code can be reused|
> | CONTRIBUTING.md | instructions for how people can contribute to the project|
> | setup.py | file with function with instructions for pip |
> | test_abc.py | tests for constructors and methods in abstract_base_class.py|
> | tests_helpers.py | tests for constructors and methods in helper_functions.py|
> | tests_imp.py | tests for constructors and methods in important_classes.py|
> | tests_alt.py | tests for constructors and methods in alternative_classes.py|
> | API.md | jupyterbook file to generate api documentation |
> | _config.yml | jupyterbook config for documentation |
> | _toc.yml | jupyter book toc file for documentation |
> | philosophy.md | overview of how the code is organized for docs |
> | example.md | myst notebook example of using the code |
> | scratch.ipynb | jupyter notebook from dev |" >> README.md
```

```
cat README.md
```

```
# GitHub Practice

Name: Sarah Brown
its finally fall
|file | contents |
> | --| --
> | abstract_base_class.py | core abstract classes for the project |
> | helper_functions.py | util functions that are called by many classes |
> | important_classes.py | classes that inherit from the abc |
> | alternative_classes.py | classes that inherit from the abc |
> | LICENSE.md | the info on how the code can be reused|
> | CONTRIBUTING.md | instructions for how people can contribute to the project|
> | setup.py | file with function with instructions for pip |
> | test_abc.py | tests for constructors and methods in abstract_base_class.py|
> | tests_helpers.py | tests for constructors and methods in helper_functions.py|
> | tests_imp.py | tests for constructors and methods in important_classes.py|
> | tests_alt.py | tests for constructors and methods in alternative_classes.py|
> | API.md | jupyterbook file to generate api documentation |
> | _config.yml | jupyterbook config for documentation |
> | _toc.yml | jupyter book toc file for documentation |
> | philosophy.md | overview of how the code is organized for docs |
> | example.md | myst notebook example of using the code |
> | scratch.ipynb | jupyter notebook from dev |
```

this explains each file a little bit more than the name of it does. We see there are sort of 5 groups of files:

- about the project/repository
- code that defines a python module
- test code
- documentation
- extra files that “we know” we can delete.

We also learn something about bash: using the open quote `"` then you stay inside that until you close it. when you press enter the command does not run until after you close the quotes

Finally, we will commit the changes

```
git commit -a -m 'explain files'
```

```
[organization f17e276] explain files  
1 file changed, 19 insertions(+)
```

## 5.7. Summary

- stdout is a file, that is displayed on the terminal
- “moving” a file does not re-write the data to a different part of the disk, it updates its address only
- the wildcard operator `*` allows us to use patterns with bash commands
- `touch` can accept a list of files
- bash lists are space delimited without any brackets
- the `.gitignore` file prevents files from being in your repo

### 5.7.1. New commands

command	explanation
<code>echo 'message'</code>	repeat ‘message’ to stdout
<code>&gt;</code>	write redirect
<code>&gt;&gt;</code>	append redirect
<code>rm file</code>	remove (delete) <code>file</code>

### 5.7.2. New git commands

command	explanation
<code>git commit -a -m 'msg'</code>	the <code>-a</code> option adds modified files (but not untracked)

## 5.8. Prepare for Next Class

1. Bring git questions or scenarios you want to be able to solve to class on Thursday (in your mind or comment here if that helps you remember)
2. Try read and understand the workflow files in your KWL repo, the goal is not to be sure you understand every step, but to get an idea about the big picture ideas and just enough to complete the following. Try to modify files, on a prepare branch, so that your name is already filled in and `VioletVex` is already requested as a reviewer when your experience badge (inclass) action runs. We will give the answer in class, but especially **do not do this step on the main branch** it could break your action. Hints: Look for bash commands that we have seen before and `cp` copies a file.

## 5.9. Badges

Review Practice

1. Update your KWL chart with the new items and any learned items.
2. Clone the course website. Append the commands used and the contents of your `fall2024/.git/config` to a `terminal_review.md` (hint: history outputs recent commands and redirects can work with any command, not only echo). Edit the [README.md](#), commit, and try to push the changes. Describe what the error means and which [GitHub Collaboration Feature](#) you think would enable you to push? (answer in the `terminal_review.md`)

## 5.10. Experience Report Evidence

Save your history with:

```
history > activity-2024-09-19.md
```

## 5.11. Questions After Today's Class

### 5.11.1. Would using `>` and `>>` locally create a merge conflict if the edited file also has a merge to it on Github?

any edit to a file could create a merge conflict, so yes one with a redirect can

### 5.11.2. I would like to learn more about adding text into files, for example if you can add text in between specific lines when writing to a file

This requires more complex commands than we will use in class time, but it can be done with [sed](#). A tutorial on this could be a good explore badge.

### 5.11.3. If I forgot to restore something for a couple of days and then chose to restore it a while later would I still be able to or is there a time limit to doing so?

There is not a *time* limit, but if you did other operations it can require different commands beside [restore](#)

### 5.11.4. Can bash be used to trigger cursor events like mouse clicks?

I do not think so, but a [headless browser](#) allows you to automate browser operations, including selecting things that are most typically done by users with a mouse click, because in the browser clickable things are labeled in other ways.

This is also a good explore option.

## 5.11.5. What is different between using echo or nano to add to a file?

Adding to a file with `echo` and a redirect is nice for adding small changes, but not extensive changes or changes to the middle of a file. `nano` is a full text editor. In class today, `echo` was an easy way to demonstrate redirects, because it is so simple, but redirects are more powerful with more powerful commands.

## 5.11.6. A question that I have is about git pull, does it run git fetch beforehand to retrieve new content from the online repo Or is git pull just a completely different process to bring down content?

... precisely, `git pull` runs `git fetch` with the given parameters and then depending on configuration options or command line flags, will call either `git rebase` or `git merge` to reconcile diverging branches.

—[official docs](#)

example with diagrams [in last class](#) notes

## 5.11.7. How do I create a community badge?

[instructions in syllabus](#)

# 6. Patterns in git and bash

We will continue working in the `gh-inclass` repo

```
cd gh-inclass-brownsarahm/
```

We added a bunch of files so that we can organize them.

```
ls
```

API.md	abstract_base_class.py	setup.py
CONTRIBUTING.md	alternative_classes.py	tests_alt.py
LICENSE.md	example.md	tests_helpers.py
README.md	helper_functions.py	tests_imp.py
_config.yml	important_classes.py	tsets_abc.py
_toc.yml	philosophy.md	
about.md	scratch.ipynb	

We left off on a dedicated branch with a clean working tree.

```
git status
```

```
On branch organization
nothing to commit, working tree clean
```

```
pwd
```

```
/Users/brownsarahm/Documents/inclass/systems/gh-inclass-brownsarahm
```

```
ls
```

```
API.md           abstract_base_class.py  setup.py
CONTRIBUTING.md alternative_classes.py tests_alt.py
LICENSE.md       example.md            tests_helpers.py
README.md        helper_functions.py  tests_imp.py
_config.yml      important_classes.py tsets_abc.py
_toc.yml         philosophy.md       scratch.ipynb
about.md
```

We put an overview in the README:

```
cat README.md
```

```
# GitHub Practice

Name: Sarah Brown
its finally fall
|file | contents |
> | --| -- |
> | abstract_base_class.py | core abstract classes for the project |
> | helper_functions.py | util functions that are called by many classes |
> | important_classes.py | classes that inherit from the abc |
> | alternative_classes.py | classes that inherit from the abc |
> | LICENSE.md | the info on how the code can be reused|
> | CONTRIBUTING.md | instructions for how people can contribute to the project|
> | setup.py | file with function with instructions for pip |
> | test_abc.py | tests for constructors and methods in abstract_base_class.py|
> | tests_helpers.py | tests for constructors and methods in helper_functions.py|
> | tests_imp.py | tests for constructors and methods in important_classes.py|
> | tests_alt.py | tests for constructors and methods in alternative_classes.py|
> | API.md | jupyterbook file to generate api documentation |
> | _config.yml | jupyterbook config for documentation |
> | _toc.yml | jupyter book toc file for documentation |
> | philosophy.md | overview of how the code is organized for docs |
> | example.md | myst notebook example of using the code |
> | scratch.ipynb | jupyter notebook from dev |
```

## 6.1. Making a folder

First, we'll make a directory with `mkdir`

```
mkdir docs
```

next we will move a file there with `mv`

```
mv philosophy.md docs/
```

move takes 2 inputs: a source and destination.

we can see what happened

```
ls
```

API.md	abstract_base_class.py	setup.py
CONTRIBUTING.md	alternative_classes.py	tests_alt.py
LICENSE.md	docs	tests_helpers.py
README.md	example.md	tests_imp.py
_config.yml	helper_functions.py	tsets_abc.py
_toc.yml	important_classes.py	
about.md	scratch.ipynb	

```
ls docs/
```

```
philosophy.md
```

what this does is change the path of the file from `.../github-inclass-brownsarahm/philosophy.md` to

```
.../github-inclass-brownsarahm/docs/philosophy.md
```

git does not quite understand though

```
git status
```

```
On branch organization
Changes not staged for commit:
  (use "git add/rm <file>..." to update what will be committed)
  (use "git restore <file>..." to discard changes in working directory)
    deleted:    philosophy.md

Untracked files:
  (use "git add <file>..." to include in what will be committed)
    docs/

no changes added to commit (use "git add" and/or "git commit -a")
```

it sees a missing file (thinks it is deleted) and a new folder

if we stage the folder, it will start tracking it

```
git add docs/
```

```
git status
```

```
On branch organization
Changes to be committed:
  (use "git restore --staged <file>..." to unstage)
    new file:  docs/philosophy.md

Changes not staged for commit:
  (use "git add/rm <file>..." to update what will be committed)
  (use "git restore <file>..." to discard changes in working directory)
    deleted:    philosophy.md
```

now it sees a new file and a deleted one

if we add everything

```
git add .
```

```
git status
```

```
On branch organization
Changes to be committed:
  (use "git restore --staged <file>..." to unstage)
    renamed:    philosophy.md -> docs/philosophy.md
```

now it can tell we renamed

## 6.2. Undoing a change, only in git

let's first make change to the README

```
echo " " >> README.md
```

```
git status
```

```
On branch organization
Changes to be committed:
  (use "git restore --staged <file>..." to unstage)
    renamed:    philosophy.md -> docs/philosophy.md

Changes not staged for commit:
  (use "git add <file>..." to update what will be committed)
  (use "git restore <file>..." to discard changes in working directory)
    modified:   README.md
```

we can add the readme too

```
git add .
```

```
git status
```

```
On branch organization
Changes to be committed:
(use "git restore --staged <file>..." to unstage)
  modified: README.md
  renamed:  philosophy.md -> docs/philosophy.md
```

If we decide to not put these two changes in the same commit, we can *unstage* the file without losing our changes with `restore` and its `--staged` option

```
git restore --staged README.md
```

```
git status
```

```
On branch organization
Changes to be committed:
(use "git restore --staged <file>..." to unstage)
  renamed:  philosophy.md -> docs/philosophy.md

Changes not staged for commit:
(use "git add <file>..." to update what will be committed)
(use "git restore <file>..." to discard changes in working directory)
  modified: README.md
```

Now only the philosophy change will be committed

Now we make that commit

```
git commit -m 'start organizing (move philosophy)'
```

```
[organization 9120d9d] start organizing (move philosophy)
 1 file changed, 0 insertions(+), 0 deletions(-)
 rename philosophy.md => docs/philosophy.md (100%)
```

Now we can see what git knows

```
git status
```

```
On branch organization
Changes not staged for commit:
(use "git add <file>..." to update what will be committed)
(use "git restore <file>..." to discard changes in working directory)
  modified: README.md

no changes added to commit (use "git add" and/or "git commit -a")
```

and we will commit the README changes

⚠ W  
I ch  
her  
one  
rea

```
git commi -a -m 'fill in description more (README)'
```

```
git: 'commi' is not a git command. See 'git --help'.  
The most similar commands are  
  commit  
  column  
  config
```

first I made a typo, but again, `git` tries to help

```
git commit -a -m 'fill in description more (README)'
```

```
[organization 4ceb150] fill in description more (README)  
 1 file changed, 1 insertion(+)
```

now we have a clean working tree

```
git status
```

```
On branch organization  
nothing to commit, working tree clean
```

## 6.3. Undoing a commit

We will start by looking at our commit history

```
git log
```

```
commit 4ceb1500582236e98bdb141116821a5857f75a76 (HEAD -> organization)
Author: Sarah M Brown <brownsarahm@uri.edu>
Date: Tue Sep 24 12:44:39 2024 -0400

    fill in description more (README)

commit 9120d9d88aa587e4ffda1ee9aa8c3dcf8f764f7e
Author: Sarah M Brown <brownsarahm@uri.edu>
Date: Tue Sep 24 12:44:06 2024 -0400

    start organizing (move philosophy)

commit f17e276f43e36a92dd6062cb9e2dae938870c38b
Author: Sarah M Brown <brownsarahm@uri.edu>
Date: Thu Sep 19 13:42:19 2024 -0400

    explain files

commit 72b85c7834afb148e1298c153a7bad423e995ce0
Author: Sarah M Brown <brownsarahm@uri.edu>
Date: Thu Sep 19 13:33:44 2024 -0400

    add a note

commit 991ee65fa0d0692bd097915daec156aa95eba82f (origin/main, origin/HEAD, main)
```

### ! Important

this opens a program so we press `q` to exit.

recall from the output above, that commit `9120d9` above was like:

```
[organization 9120d9d] start organizing (move philosophy)
 1 file changed, 0 insertions(+), 0 deletions(-)
 rename philosophy.md => docs/philosophy.md (100%)
```

it moved `philosophy.md` to `docs/philosophy.md` and

Now let's undo the organizing one, but keep the reame one my hash begins with `9120d9` so I pass that to `git revert` but you will pass a different hash

```
git revert 9120d9
```

git revert requires a message so vimwill open use `esc` to be sure you are in command mode then type `:wq` and press `enter` / `return` to exit vim

```
[organization a3904a0] Revert "start organizing (move philosophy)"
 1 file changed, 0 insertions(+), 0 deletions(-)
 rename docs/philosophy.md => philosophy.md (100%)
```

note that this is a new `commit, here hash` `a3904a0` and it does the \*\*opposite\*\* of the one we reverted `9120d9`, so it moves `docs/philosophy.md` to `philosophy.md`

```
ls
```

```
API.md           abstract_base_class.py  setup.py
CONTRIBUTING.md alternative_classes.py tests_alt.py
LICENSE.md       example.md            tests_helpers.py
README.md        helper_functions.py  tests_imp.py
_config.yml      important_classes.py tsets_abc.py
_toc.yml         philosophy.md       scratch.ipynb
about.md
```

With the commit history we can see more clearly that it adds a new commit that is the opposite.

```
git log
```

```
commit a3904a0a5e7adbcbf9fe439c387fb4dbd7846c51 (HEAD -> organization)
Author: Sarah M Brown <brownsarahm@uri.edu>
Date:   Tue Sep 24 12:46:19 2024 -0400

    Revert "start organizing (move philosophy)"

    This reverts commit 9120d9d88aa587e4ffda1ee9aa8c3dcf8f764f7e.

commit 4ceb1500582236e98bdb141116821a5857f75a76
Author: Sarah M Brown <brownsarahm@uri.edu>
Date:   Tue Sep 24 12:44:39 2024 -0400

    fill in description more (README)

commit 9120d9d88aa587e4ffda1ee9aa8c3dcf8f764f7e
Author: Sarah M Brown <brownsarahm@uri.edu>
Date:   Tue Sep 24 12:44:06 2024 -0400

    start organizing (move philosophy)

commit f17e276f43e36a92dd6062cb9e2dae938870c38b
Author: Sarah M Brown <brownsarahm@uri.edu>
Date:   Thu Sep 19 13:42:19 2024 -0400

    explain files
```

## 6.4. More moving files

```
ls
```

```
API.md           abstract_base_class.py  setup.py
CONTRIBUTING.md alternative_classes.py tests_alt.py
LICENSE.md       example.md            tests_helpers.py
README.md        helper_functions.py  tests_imp.py
_config.yml      important_classes.py tsets_abc.py
_toc.yml         philosophy.md       scratch.ipynb
about.md
```

we do actually want that folder so we make it again

```
mkdir docs
```

and move the file there

```
mv philosophy.md docs/
```

we can move more files more than one at a time by listing multiple paths it moves all but the last one to the last one, which must be a directory, not a file.

```
mv about.md API.md example.md docs/
```

we can see that it works

```
ls
```

CONTRIBUTING.md	alternative_classes.py	tests_alt.py
LICENSE.md	docs	tests_helpers.py
README.md	helper_functions.py	tests_imp.py
_config.yml	important_classes.py	tsets_abc.py
_toc.yml	scratch.ipynb	
abstract_base_class.py	setup.py	

## 6.5. Moving with patterns

We can use the `*` [wildcard operator](#) to move all files that match the pattern. We'll start with the two `.yml` ([yaml](#)) files that are both for the documentation.

```
mv *.yml docs/
```

again we use `ls` to see it

```
ls
```

CONTRIBUTING.md	docs	tests_alt.py
LICENSE.md	helper_functions.py	tests_helpers.py
README.md	important_classes.py	tests_imp.py
abstract_base_class.py	scratch.ipynb	tsets_abc.py
alternative_classes.py	setup.py	

and in the folder:

```
ls docs/
```

```
API.md          _toc.yml      example.md  
_config.yml    about.md     philosophy.md
```

## 6.6. Move is also rename

We see that most of the test files start with `tests_` but one starts with `tsets_`. We can fix this!

We can use `mv` to change the name as well. This is because “moving” a file and is really about changing its path, not actually copying it from one location to another and the file name is a part of the path.

```
mv tsets_abc.py tests_abc.py
```

This changes the path from `.../tsets_abc.py` to `.../tests_abc.py` to. It is doing the same thing as when we use it to move a file from one folder to another folder, but changing a different part of the path.

Next we make a folder for them

```
mkdir tests
```

and move all of the test files there:

If we press `tab` multiple times it shows us what matches the pattern

```
mv tests
```

```
tests/  
tests_abc.py      tests_alt.py      tests_imp.py  
tests_helpers.py
```

the folder is in there, so if we were to do `mv tests* tests/` it would give us an error because the folder also matches `tests*`

If we add the `_`

```
mv tests_
```

now it's only what we want to move:

```
tests_abc.py      tests_alt.py      tests_helpers.py  tests_imp.py
```

so we run this

```
mv tests_* tests/
```

```
ls
```

```
CONTRIBUTING.md      alternative_classes.py  scratch.ipynb
LICENSE.md           docs                   setup.py
README.md            helper_functions.py   tests
abstract_base_class.py important_classes.py
```

```
ls tests/
```

```
tests_abc.py          tests_helpers.py
tests_alt.py          tests_imp.py
```

Finally, we will move the rest of the python files

```
mkdir src
```

```
mv *_*.py
```

```
mv: important_classes.py is not a directory
```

without the target specified it tried to treat the last one as the destination and it did not work

```
mv *_*.py src/
```

```
ls
```

```
CONTRIBUTING.md  README.md      scratch.ipynb
LICENSE.md        docs          setup.py
                  tests
```

## 6.7. Hidden files and Ignoring files

We are going to make a special hidden file and an extra one. We will use the following command:

```
touch .secret .gitignore
```

We also learned 2 things about `touch` and `bash`:

- `touch` can make multiple files at a time
- lists in `bash` are separated by spaces and do not require brackets

These files will not show by default

```
ls
```

```
CONTRIBUTING.md README.md scratch.ipynb src  
LICENSE.md docs setup.py tests
```

but do with the `-a` option

```
ls -a
```

```
. .github CONTRIBUTING.md docs src  
.. .gitignore LICENSE.md scratch.ipynb tests  
.git .secret README.md setup.py
```

gitignore lets us *not* track certain files

```
nano .gitignore
```

we will ignore the secret file and all notebook files

```
.secrete  
*.ipynb
```

```
git status
```

```

On branch organization
Changes not staged for commit:
  (use "git add/rm <file>..." to update what will be committed)
  (use "git restore <file>..." to discard changes in working directory)
    deleted:   API.md
    deleted:   _config.yml
    deleted:   _toc.yml
    deleted:   about.md
    deleted:   abstract_base_class.py
    deleted:   alternative_classes.py
    deleted:   example.md
    deleted:   helper_functions.py
    deleted:   important_classes.py
    deleted:   philosophy.md
    deleted:   tests_alt.py
    deleted:   tests_helpers.py
    deleted:   tests_imp.py
    deleted:   tsets_abc.py

Untracked files:
  (use "git add <file>..." to include in what will be committed)
    .gitignore
    docs/
    src/
    tests/

no changes added to commit (use "git add" and/or "git commit -a")

```

again we will add all so that git can see we moved files

git add .

git status

```

On branch organization
Changes to be committed:
  (use "git restore --staged <file>..." to unstage)
    new file:   .gitignore
    renamed:   API.md -> docs/API.md
    renamed:   _config.yml -> docs/_config.yml
    renamed:   _toc.yml -> docs/_toc.yml
    renamed:   about.md -> docs/about.md
    renamed:   example.md -> docs/example.md
    renamed:   philosophy.md -> docs/philosophy.md
    renamed:   abstract_base_class.py -> src/abstract_base_class.py
    renamed:   alternative_classes.py -> src/alternative_classes.py
    renamed:   helper_functions.py -> src/helper_functions.py
    renamed:   important_classes.py -> src/important_classes.py
    renamed:   tsets_abc.py -> tests/tests_abc.py
    renamed:   tests_alt.py -> tests/tests_alt.py
    renamed:   tests_helpers.py -> tests/tests_helpers.py
    renamed:   tests_imp.py -> tests/tests_imp.py

```

better !

and note that the .secret file is not in the list, git is *ignoring* it.

we will make a commit now

```
git commit -m 'organized files into foleders and ignore private'
```

```
[organization d2d1fac] organized files into foleders and ignore private
15 files changed, 2 insertions(+)
create mode 100644 .gitignore
rename API.md => docs/API.md (100%)
rename _config.yml => docs/_config.yml (100%)
rename _toc.yml => docs/_toc.yml (100%)
rename about.md => docs/about.md (100%)
rename example.md => docs/example.md (100%)
rename philosophy.md => docs/philosophy.md (100%)
rename abstract_base_class.py => src/abstract_base_class.py (100%)
rename alternative_classes.py => src/alternative_classes.py (100%)
rename helper_functions.py => src/helper_functions.py (100%)
rename important_classes.py => src/important_classes.py (100%)
rename tsets_abc.py => tests/tests_abc.py (100%)
rename tests_alt.py => tests/tests_alt.py (100%)
rename tests_helpers.py => tests/tests_helpers.py (100%)
rename tests_imp.py => tests/tests_imp.py (100%)
```

```
git status
```

```
On branch organization
nothing to commit, working tree clean
```

we can check the files too

```
ls -a
```

```
.
.
.
.github      CONTRIBUTING.md  docs      src
.gitignore    LICENSE.md       scratch.ipynb  tests
.secret      README.md       setup.py
```

we still have the file but git does nto see it

we can confirm by pushing

```
git push
```

```
fatal: The current branch organization has no upstream branch.
To push the current branch and set the remote as upstream, use
```

```
  git push --set-upstream origin organization
```

```
To have this happen automatically for branches without a tracking
upstream, see 'push.autoSetupRemote' in 'git help config'.
```

but we have to pair this branch to a remote

```
git push --set-upstream origin organization
```

```
Enumerating objects: 22, done.  
Counting objects: 100% (22/22), done.  
Delta compression using up to 8 threads  
Compressing objects: 100% (18/18), done.  
Writing objects: 100% (20/20), 2.55 KiB | 2.55 MiB/s, done.  
Total 20 (delta 8), reused 0 (delta 0), pack-reused 0 (from 0)  
remote: Resolving deltas: 100% (8/8), completed with 1 local object.  
remote:  
remote: Create a pull request for 'organization' on GitHub by visiting:  
remote:     https://github.com/compsys-progtools/gh-inclass-brownsarahm/pull/new/organization  
remote:  
To https://github.com/compsys-progtools/gh-inclass-brownsarahm.git  
 * [new branch]      organization -> organization  
branch 'organization' set up to track 'origin/organization'.
```

in our browser we notice the file is not there, but the .ipynb file still is

let's try editing it

```
nano scratch.ipynb
```

and checkign with git

```
git status
```

```
On branch organization  
Your branch is up to date with 'origin/organization'.  
  
Changes not staged for commit:  
  (use "git add <file>..." to update what will be committed)  
  (use "git restore <file>..." to discard changes in working directory)  
    modified:   scratch.ipynb  
  
no changes added to commit (use "git add" and/or "git commit -a")
```

it is still tracking, because `.gitignore` does not remove files from tracking it only prevents tracking from starting

we can learn about git commands with `--help`

```
git rm --help
```

it is a program we exit with `q`

we want to remove it from git, but not delete it locally, so we use `--cached` option on `git rm`

```
git rm --cached scratch.ipynb
```

```
rm 'scratch.ipynb'
```

we can still see it

```
ls
```

```
CONTRIBUTING.md README.md scratch.ipynb src
LICENSE.md docs setup.py tests
```

```
git status
```

```
On branch organization
Your branch is up to date with 'origin/organization'.
```

```
Changes to be committed:
(use "git restore --staged <file>..." to unstage)
  deleted:  scratch.ipynb
```

git thinks it is deleted

so we commit this

```
git commit -m 'stop tracking'
```

```
[organization 87c72ae] stop tracking
 1 file changed, 1 deletion(-)
 delete mode 100644 scratch.ipynb
```

now we can edit it more

```
echo "a change" >> scratch.ipynb
```

and check git

```
git status
```

```
On branch organization
Your branch is ahead of 'origin/organization' by 1 commit.
  (use "git push" to publish your local commits)
```

```
nothing to commit, working tree clean
```

it dose not see!

```
echo "again change" >> scratch.ipynb
```

```
git status
```

```
On branch organization
Your branch is ahead of 'origin/organization' by 1 commit.
  (use "git push" to publish your local commits)

nothing to commit, working tree clean
```

doesn't see it!

```
git push
```

```
Enumerating objects: 3, done.
Counting objects: 100% (3/3), done.
Delta compression using up to 8 threads
Compressing objects: 100% (2/2), done.
Writing objects: 100% (2/2), 229 bytes | 229.00 KiB/s, done.
Total 2 (delta 1), reused 0 (delta 0), pack-reused 0 (from 0)
remote: Resolving deltas: 100% (1/1), completed with 1 local object.
To https://github.com/compsys-progtools/gh-inclass-brownsarahm.git
  d2d1fac..87c72ae  organization -> organization
```

and we note that it is now removed online.

## 6.8. Copying a file

 cp copies

```
cp README.md docs/overview.md
```

```
git status
```

```
On branch organization
Your branch is up to date with 'origin/organization'.

Untracked files:
  (use "git add <file>..." to include in what will be committed)
    docs/overview.md

nothing added to commit but untracked files present (use "git add" to track)
```

```
git add .
```

```
git commit -m 'include readmen content'
```

```
[organization 1e2ab92] include readmen content  
1 file changed, 24 insertions(+)  
create mode 100644 docs/overview.md
```

We discussed the solution to the prepare,

- edit `.templates/experience-refletion` for your name
- add `reviewers:VioletVex` at the end of `.github/workflows/experienceinclass.yml`

## 6.9. Prepare for Next Class

1. Think through and make some notes about what you have learned about design so far. Try to answer the questions below in `design_before.md`. If you do not now know how to answer any of the questions, write in what questions you have.

- What past experiences with making decisions about design of software do you have?
- what experiences studying design do you have?
- What processes, decisions, and practices come to mind when you think about designing software?
- From your experiences as a user, how would you describe the design of command line tools vs other GUI tools?

## 6.10. Badges

**Review**      **Practice**

3. **lab** Organize the provided messy folder in a Codespace (details will be provided in lab time). Commit and push the changes. Answer the questions below in your kwl (this) repo in a file called `terminal_organization.md`
4. clone your `messy_repo` locally and append the `history.md` file to your `terminal_organization.md` using a redirect

```
# Terminal File moving reflection  
  
1. How was this activity overall?  
1. Did this get easier toward the end?  
4. When do you think that using the terminal will be better than using your GUI file explorer?  
5. What questions/challenges/ reflections do you have after this?
```

## 6.11. Experience Report Evidence

append your gh inclass `git log` and `history` from the above to a file `evidence-2024-09-24.md` on the branch in your `fall24-` repo

## 6.12. Questions After Today's Class

### 6.12.1. What are some other useful git bash commands to ensure safety in

## removing, ignoring, moving, renaming, and making?

We have covered a lot of the *most* commonly used ones at this point. We will learn some more, but also looking up different people's bash or git cheatsheets is a good contribution to the site for a community badge. Comparing them extensively could be an explore badge

### 6.12.2. What are other special files in git?

Next week we will dig into how git works under the hood and that will see more

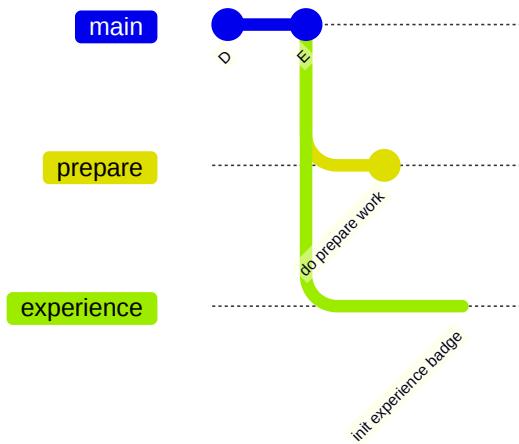
### 6.12.3. Is .gitignore something standard from github or just a git bash thing?

It is standard to *git* no matter what host (github, bitbucket, gitlab) or terminal (mac terminal, gitbash, anaconda prompt) or shell (bash, zsh, powershell) you use.

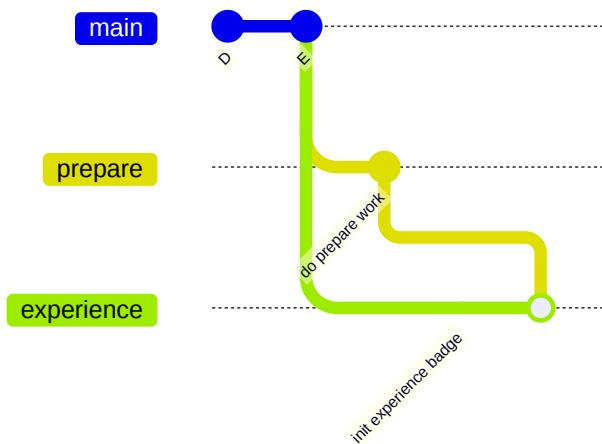
### 6.12.4. How do I combine pull requests

Pull requests compare two branches.

For example you might have



and have one PR from *prepare* to *main* and another from *experience* to *main*. If you change the base of the *prepare* one to be *experience* and then merge it, then you have:



and everything will show in the experience PR

## 7. Why are these tools like this?

### 7.1. Discussion

At your tables:

- share your responses to the work in the prep work for today's topic
- discuss any similarities or differences
- if any, send back questions you have
- if any, send points you want to share to the whole class

How did the processes, decisions, and practices that people at your table brought up compare to what you thought of?

### 7.2. Design

In CS we tend to be more implicit about design, but that makes it hard to learn and keep track of.

Today's goal is to be more explicit, discussing some principles and seeing how you have already interacted with them.

Today we're going to do a bit more practical stuff, but we are also going to start to get into the philosophy of how things are organized.

Understanding the context and principles will help you:

- remember how to do things
- form reliable hypotheses about how to fix problems you have not seen before
- help you understand when you should do things as they have always been done and when you should challenge and change things.

#### 7.2.1. Why should we study design?

- it is easy to get distracted by implementation, syntax, algorithms
- but the core *principles* of design organize ideas into simpler rules

#### 7.2.2. Why are we studying developer tools?

The best way to learn design is to study examples [Schon1984, Petre2016], and some of the best examples of software design come from the tools programmers use in their own work.

[Software design by example](#)

*note*

- we will talk about some history in this course
- I will not take a “great men of history” approach

This is because:

- I think that history is important context for making decisions
- Many of these “great men” are actually, in many ways, Not Great™
- It *is* important to remember that all of this work was done by *people*
- all people are imperfect
- when people are deeply influential, ignoring their role in history is not effective, we cannot undo what they did
- we do not have to admire them or even say their names to acknowledge the work
- computing technology has been used in Very Bad ways and in Definitely Good ways

## 7.3. Unix Philosophy

sources:

- [wiki](#)
- [a free book](#)
- composability over monolithic design
- social conventions

The tenets:

1. Make it easy to write, test, and run programs.
2. Interactive use instead of batch processing.
3. Economy and elegance of design due to size constraints (“salvation through suffering”).
4. Self-supporting system: all Unix software is maintained under Unix.

For better or worse unix philosophy is dominant, so understanding it is valuable.

This critique is written that unix is not a good system for “normal folks” not in its effectiveness as a context for *developers* which is where \*nix (unix, linux) systems remain popular.

context:

*“normal folks” is the author’s term; my guess is that it is attempting to describe a typical, nondeveloper computer user terminology to refer to people has changed a lot over time; when we study concepts from primary sources, we have to interpret the document through the lens of what was normal at the time the document was written, not to excuse bad behavior but to not be distracted and see what is there*

Today we will work in your main repo

```
cd fall124-brownsarahm/
```

## 7.4. Philosophy in practice, using pipes

open a codespace on the main branch of your KWL repo

To check if your  CLI is working:

```
| gh
```

Work seamlessly with GitHub from the command line.

#### USAGE

```
gh <command> <subcommand> [flags]
```

#### CORE COMMANDS

auth:	Authenticate gh and git with GitHub
browse:	Open the repository in the browser
codespace:	Connect to and manage codespaces
gist:	Manage gists
issue:	Manage issues
org:	Manage organizations
pr:	Manage pull requests
project:	Work with GitHub Projects.
release:	Manage releases
repo:	Manage repositories

#### GITHUB ACTIONS COMMANDS

cache:	Manage GitHub Actions caches
run:	View details about workflow runs
workflow:	View details about GitHub Actions workflows

#### EXTENSION COMMANDS

classroom:	Extension classroom
------------	---------------------

#### ALIAS COMMANDS

co:	Alias for "pr checkout"
-----	-------------------------

#### ADDITIONAL COMMANDS

alias:	Create command shortcuts
api:	Make an authenticated GitHub API request
attestation:	Work with artifact attestations
completion:	Generate shell completion scripts
config:	Manage configuration for gh
extension:	Manage gh extensions
gpg-key:	Manage GPG keys
label:	Manage labels
ruleset:	View info about repo rulesets
search:	Search for repositories, issues, and pull requests
secret:	Manage GitHub secrets
ssh-key:	Manage SSH keys
status:	Print information about relevant issues, pull requests, and notifications across repositor
variable:	Manage GitHub Actions variables

#### HELP TOPICS

actions:	Learn about working with GitHub Actions
environment:	Environment variables that can be used with gh
exit-codes:	Exit codes used by gh
formatting:	Formatting options for JSON data exported from gh
mintty:	Information about using gh with MintTY
reference:	A comprehensive reference of all gh commands

#### FLAGS

--help	Show help for command
--version	Show gh version

#### EXAMPLES

```
gh issue create
gh repo clone cli/cli
gh pr checkout 321
```

#### LEARN MORE

Use `gh <command> <subcommand> --help` for more information about a command.

Read the manual at <https://cli.github.com/manual>

Learn about exit codes using `gh help exit-codes`

When we use it without a subcommand, it gives us help output a list of all the commands that we can use. If it is *not* working, you would get a `command not found` error.

Let's inspect the action file that creates the issues for your badges.

```
cat .github/workflows/getassignment.yml
```

```
cat .github/workflows/getassignment.yml
```

```
name: Create badge issues (Do not run manually)
on:
  workflow_dispatch

jobs:
  check-contents:
    runs-on: ubuntu-latest
    steps:
      - uses: actions/checkout@v4

    # Install dependencies
    - name: Set up Python
      uses: actions/setup-python@v5
      with:
        python-version: 3.12

      - name: Install Utils
        run: |
          pip install git+https://github.com/compsys-progtools/
    - name: Get badge requirements
      run: |
        # prepare badge lines
        pretitle="$(cspt getbadgedate --prepare)"
        cspt getassignment --type prepare | gh issue create -
        # review badge lines
        rtitle="$(cspt getbadgedate --review)"
        cspt getassignment --type review | gh issue create --
        # practice badge lines
        pratitle="$(cspt getbadgedate --practice)"
        cspt getassignment --type practice | gh issue create

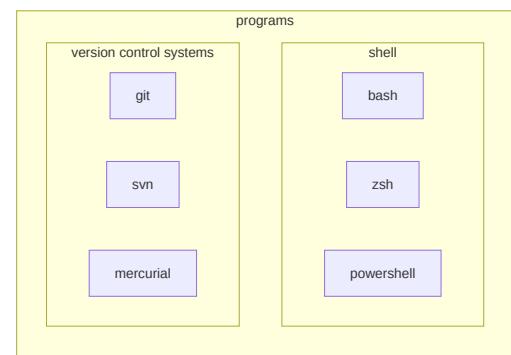
env:
  GH_TOKEN: ${{ secrets.GITHUB_TOKEN }}

# edit the run step above for the level(s) you want.
# You should keep the prepare, because they are required for
#   You may choose to get only the review or only the practice
# added comment to fix
```

In the course site, glossary terms will be linked as in the following list.

Key terms that were disambiguated today

- [terminal](#)
- [shell](#)
- [git](#)
- [bash](#)



A lot of this is familiar, but we are focused today on the three highlighted lines

Here we see a few key things:

- on the last line it uses a pipe `|` to connect a command `sysgetassignment` to the `gh issue create` command.
- the `gh issue create` command uses the `--body-file` option with a value `-`; this uses std in, but since this is to the right of the pipe, it puts the output of the first command into this option
- the 2nd to last line creates a variable (we will learn this more later) and the last line uses that variable
- the `Install Utils` step, installs some custom code.

We know that this action is what is used to create badge issues, so this custom code must be what gets information from the course website to get the assignments and prepare them for your badge issues.

### 7.4.1. Installing from source

As we saw in the action, we can install python packages from source via git. let's install the new version of the code

```
pip install git+https://github.com/compsys-progtools/courseutils@main
```

```
Collecting git+https://github.com/compsys-progtools/courseutils@main
  Cloning https://github.com/compsys-progtools/courseutils (to revision main) to /private/var/folders/8g/
    Running command git clone --filter=blob:none --quiet https://github.com/compsys-progtools/courseutils /
      Resolved https://github.com/compsys-progtools/courseutils to commit 395ac8754c55a119ffa2b3670afabfe4ba0
        Preparing metadata (setup.py) ... done
Requirement already satisfied: Click in /Library/Frameworks/Python.framework/Versions/3.12/lib/python3.12
Requirement already satisfied: pandas in /Library/Frameworks/Python.framework/Versions/3.12/lib/python3.12
Requirement already satisfied: lxml in /Library/Frameworks/Python.framework/Versions/3.12/lib/python3.12
Requirement already satisfied: pyyaml in /Library/Frameworks/Python.framework/Versions/3.12/lib/python3.12
Requirement already satisfied: numpy in /Library/Frameworks/Python.framework/Versions/3.12/lib/python3.12
Requirement already satisfied: requests in /Library/Frameworks/Python.framework/Versions/3.12/lib/python3.12
Requirement already satisfied: html5lib in /Library/Frameworks/Python.framework/Versions/3.12/lib/python3.12
Requirement already satisfied: six>=1.9 in /Library/Frameworks/Python.framework/Versions/3.12/lib/python3.12
Requirement already satisfied: webencodings in /Library/Frameworks/Python.framework/Versions/3.12/lib/pyt
Requirement already satisfied: python-dateutil>=2.8.2 in /Library/Frameworks/Python.framework/Versions/3.12
Requirement already satisfied: pytz>=2020.1 in /Library/Frameworks/Python.framework/Versions/3.12/lib/pyt
Requirement already satisfied: tzdata>=2022.7 in /Library/Frameworks/Python.framework/Versions/3.12/lib/p
Requirement already satisfied: charset-normalizer<4,>=2 in /Library/Frameworks/Python.framework/Versions/3.12
Requirement already satisfied: idna<4,>=2.5 in /Library/Frameworks/Python.framework/Versions/3.12/lib/pyt
Requirement already satisfied: urllib3<3,>=1.21.1 in /Library/Frameworks/Python.framework/Versions/3.12/l
Requirement already satisfied: certifi>=2017.4.17 in /Library/Frameworks/Python.framework/Versions/3.12/l
Building wheels for collected packages: syscourseutils
  Building wheel for syscourseutils (setup.py) ... done
  Created wheel for syscourseutils: filename=syscourseutils-1.0.6-py3-none-any.whl size=21580 sha256=9efc
  Stored in directory: /private/var/folders/8g/px8bm7bj0_j31j71yh6mfd_r0000gn/T/pip-ephem-wheel-cache-6zv
Successfully built syscourseutils
Installing collected packages: syscourseutils
  Attempting uninstall: syscourseutils
    Found existing installation: syscourseutils 1.0.6
    Uninstalling syscourseutils-1.0.6:
      Successfully uninstalled syscourseutils-1.0.6
Successfully installed syscourseutils-1.0.6
```

TO confirm it worked, we use its base command

```
cspt
```

```

Usage: cspt [OPTIONS] COMMAND [ARGS]...

Options:
  --help  Show this message and exit.

Commands:
  badgecounts      check if early bonus is met from output of `gh pr list...
  combinecounts    combine two yaml files by adding values
  createtoyfiles   from a yaml source file create a set of toy files with...
  earlybonus       check if early bonus is met from output of `gh pr list...
  exportac          export ac files for site from lesson
  exporthandout    export prismia version of the content
  exportprismia    export prismia version of the content
  getassignment    get the assignment text formatted
  getbadgedate    cli for calculate badge date
  grade            calculate a grade from yaml that had keys of...
  issuestat        generate script to apply course issue status updates
  issuestatus      generate the activity file csv file for the site...
  kwlcsv           transform input file to a gh markdown checklist, if the...
  mkchecklist      process select non dates
  parsedate        check json output for titles that will not be counted...
  prfixlist        transform output from mac terminal export to myst...
  processexport    list PR titles from json or - to use std in that have...
  progressreport   check a single title

```

Let's try the one we saw in the action

```
cspt getassignment --type prepare
```

```
404: Not Found
```

With default settings, it says 404.

We know that it goes online. So, for example, if you turn your wifi off and then try it again, you will get a different error.

To learn more about this, let's use the `--help` option.

A lot of CLI tools have this option. In this program, that I made, the Python library [click](#) that I used to make this, provides the `help` option automatically to show the documentation or lets me as the developer add help text to options.

```
cspt getassignment --help
```

```
Usage: cspt getassignment [OPTIONS]
```

```
  get the assignment text formatted
```

Options:

```

  --type TEXT  type can be {prepare, review, or practice}; default prepare
  --date TEXT   date should be YYYY-MM-DD of the tasks you want; default most
                recently posted
  --help        Show this message and exit.

```

Now we can see that it can take some options.

If we do not provide a date, I can tell you (and I should add to the documentation), it uses today's date. Since we ran this on a day with class, before the badges were posted, the file it looked for did not exist, so we got 404.

We can use the options to get the last posted prepare work

```
cspt getassignment --type prepare --date 2024-09-26
```

- [ ] Think through and make some notes about what you have learned about design so far. Try to answer the following questions:
  - What past experiences with making decisions about design of software do you have?
  - what experiences studying design do you have?
  - What processes, decisions, and practices come to mind when you think about designing software?
  - From your experiences as a user, how would you describe the design of command line tools vs other GUI based tools?

```
gh issue create --help
```

Create an issue on GitHub.

Adding an issue to projects requires authorization with the `project` scope.  
To authorize, run `gh auth refresh -s project`.

#### USAGE

```
gh issue create [flags]
```

#### ALIASES

```
gh issue new
```

#### FLAGS

-a, --assignee login	Assign people by their login. Use "@me" to self-assign.
-b, --body string	Supply a body. Will prompt for one otherwise.
-F, --body-file file	Read body text from file (use "-" to read from standard input)
-e, --editor	Skip prompts and open the text editor to write the title and body in. The first line will be the title.
-l, --label name	Add labels by name
-m, --milestone name	Add the issue to a milestone by name
-p, --project title	Add the issue to projects by title
--recover string	Recover input from a failed run of create
-T, --template file	Template file to use as starting body text
-t, --title string	Supply a title. Will prompt for one otherwise.
-w, --web	Open the browser to create an issue

#### INHERITED FLAGS

--help	Show help for command
-R, --repo [HOST/]OWNER/REPO	Select another repository using the [HOST/]OWNER/REPO format

#### EXAMPLES

```
$ gh issue create --title "I found a bug" --body "Nothing works"  
$ gh issue create --label "bug,help wanted"  
$ gh issue create --label bug --label "help wanted"  
$ gh issue create --assignee monalisa,hubot  
  
$ gh issue create --project "Roadmap"  
$ gh issue create --template "bug_report.md"
```

#### LEARN MORE

Use `gh <command> <subcommand> --help` for more information about a command.  
Read the manual at <https://cli.github.com/manual>  
Learn about exit codes using `gh help exit-codes`

## 7.4.2. Interactive Design

```
gh issue create
```

```
Creating issue in compsys-progtools/compsys-progtools-fa24-fall24-kwl-template
```

```
? Title tst  
? Body <Received>  
? What's next? Submit  
https://github.com/compsys-progtools/compsys-progtools-fa24-fall24-kwl-template/issues/43
```

```
gh issue list
```

```
Showing 1 of 1 open issue in compsys-progtools/compsys-progtools-fa24-fall24-kwl-template
```

ID	TITLE	LABELS	UPDATED
#43	tst		less than a minute ago

```
gh issue view 43
```

```
tst compsys-progtools/compsys-progtools-fa24-fall24-kwl-template#43  
Open • brownsarahm opened about 1 minute ago • 0 comments
```

No description provided

View this issue on GitHub: <https://github.com/compsys-progtools/compsys-progtools-fa24-fall24-kwl-template/issues/43>

Comment also allows us to work interactively.

```
gh issue comment 43
```

It uses `nano` which we have already been using, so you are well prepared for this!

```
- Press Enter to draft your comment in nano...  
? Submit? Yes  
https://github.com/compsys-progtools/compsys-progtools-fa24-fall24-kwl-template/issues/43#issuecomment-23
```

We can look again

```
gh issue view 43
```

```
tst compsys-progtools/compsys-progtools-fa24-fall24-kwl-template#43
Open • brownsarahm opened about 2 minutes ago • 1 comment
```

No description provided

brownsarahm • 0m • Newest comment

lksjflakjfladksjlf;kwhf;kwh

View this issue on GitHub: <https://github.com/compsys-progtools/compsys-progtools-fa24-fall24-kwl-template/issues/43>

We can also close issues

```
gh issue close 43
```

✓ Closed issue compsys-progtools/compsys-progtools-fa24-fall24-kwl-template#43 (tst)

## 7.5. Now with the pipe

```
cspt getassignment --type prepare --date 2024-09-26 | gh issue create --title 'duplicatee' --body-file -
```

Creating issue in compsys-progtools/compsys-progtools-fa24-fall24-kwl-template

<https://github.com/compsys-progtools/compsys-progtools-fa24-fall24-kwl-template/issues/44>

we can also open it in browser to see more fully

```
gh issue view 44 --web
```

Opening [github.com/compsys-progtools/compsys-progtools-fa24-fall24-kwl-template/issues/44](https://github.com/compsys-progtools/compsys-progtools-fa24-fall24-kwl-template/issues/44) in your browser

### ! Important

If you are using GitBash on Windows [see the mintty](#) info to make `gh` work locally.

Since your repos are forks, they have two remotes, or upstream repositories, that you can pull from.

We can see with `git remote`

```
git remote
```

```
origin  
upstream
```

it has a `verbose` option with the `-v` flag that shows more detail

```
git remote -v
```

```
origin  https://github.com/compsys-progtools/fall24-brownsarahm.git (fetch)  
origin  https://github.com/compsys-progtools/fall24-brownsarahm.git (push)  
upstream    https://github.com/compsys-progtools/compsys-progtools-fa24-fall24-kwl-template.git (fetc  
upstream    https://github.com/compsys-progtools/compsys-progtools-fa24-fall24-kwl-template.git (push
```

We can change which of those is a default

```
gh repo set-default origin
```

```
expected the "[HOST/]OWNER/REPO" format, got "origin"
```

I forgot the format and tried to use the short name, `origin` when `gh` requires it to be in `owner/repo` format, but this error is informative, so we know what to do:

## ! Important

Do this step!! It will fix some of your errors

```
```{code-cell} bash
:tags: ["skip-execution"]
gh repo set-default compsys-progtools/fall24-brownsarahm
```

✓ Set `compsys-progtools/fall24-brownsarahm` as the default repository for the current directory

## Hack the course

build and explore ideas

Develop new command line tools, github actions, VS Code (or other IDE) extensions, visual aids, etc that help future students in the course. This is a way for you to demonstrate your learning and contribute to open source repos that you can then link to on a portfolio website or resume.

You can participate in this at different levels (or multiple):

- build: writing, documenting at the API level, and configuring major pieces (can be collaborative)
- explore: writing example/tutorial style docs that another student (or team) build (mostly solo; open to justification for collab)
- explore: adding summary/visuals to the notes
- community: (test option): testing other students contributions and making descriptive issues or writing short reviews (~3-5 sentences); must not be spammy
- community: (review option): reviewing PRs submitted by a classmate (can be within a collaborative build, but must be not your own code) a single PR can have multiple reviews if sensible and not duplicative; no spam
- community: (contribution) add a glossary term to this site

see the [bonus table](#) for more information

## Prepare for Next Class

1. Learn about [hacktoberfest](#)
2. check your plan for success PR for comments and reply or merge if approved
3. [read about conventional commits](#) and find some opinions about them in dev blogs, forums (eg reddit) or similar

## Badges

**Review**

**Practice**

1. Read today's notes when they are posted. There are important tips and explanation to be sure you did.

2. Most real projects partly adhere and at least partly deviate from any major design philosophy or paradigm.
- Review the open source project you looked at for the `software.md` file from before and decide if it primarily adheres to or deviates from the unix philosophy. Add a `## Unix Philosophy <Adherance/Deviation>` section to your software.md, setting the title to indicate your decision and explain your decision in that section (pick one). Provide at least two specific examples supporting your choice, using links to specific lines of code or specific sections in the documentation that support your claims.

## Experience Report Evidence

### Questions After Today's Class

#### **Is there anything you can do in Github that you can't do locally?**

View PRs linked to issues easily is one example. It's not a lot though

#### **What should I do for prepare work?**

[see instructions](#)

#### **What is the `cspt` in get an assignment and what exactly is the `getassignment` command doing?**

[see its docs](#) or [source](#)

#### **Why did we type in the codespace terminal on Git Hub and not on Bash?**

the terminal in the codespace is `bash` on linux, where you all have *exactly* the same specs.

GitBash, the windows terminal program that allows you to use `bash` and `git` commands has an issue with `mintty` that you probably have to reinstall it to make `gh` work there, but the GitHub Codespace comes with `gh` installed.

#### **Why did we use the pip install command?**

`pip` is the package manager for python. `pip install` installs a package. We installed from the [source repo](#)

#### **What are some examples of dev tools that we can use today**

All the ones we use each class, every IDE you use, etc.

## When should I use `--help` option?

Whenever you do not know the usage of a command. Not all programs provide it, but many modern ones do. Worst case it gives an error.

## Why was the default repo set wrong?

That is the normal choice for github for forks, that issues go to the primary repo, not the fork. It is just not what we want for this class (we did not really want forks, but GitHub classrooms makes them now).

# 8. What *is* a commit?

## 8.1. Defining terms

A commit is the most important unit of git. Later we will talk about what git as a whole is in more detail, but understanding a commit is essential to understanding how to fix things using git.

In CS we often have multiple, overlapping definitions for a term depending on our goal.

In intro classes, we try really hard to only use one definition for each term to let you focus.

Now we need to contend with multiple definitions

These definitions could be based on

- what it *conceptually* represents
- its *role* in a larger system
- what its *parts* are
- how it is *implemented*
- 

for a commit, today, we are going to go through all of these, with lighter treatment on the implementation for today, and more detail later.

## 8.2. Conceptually, a commit is a snapshot



git takes a full *snapshot* of the repo at each commit.

Under the hood, it only makes a *new* copy of files that have changed because it uses the same technique to store each snapshot, so any files that have not changed, do not create new files inside of git.

## 8.3. A commit's role is central to git

a commit is the basic unit of what git manages

All other git things are defined relative to commits

- branches are pointers to commits that move
- tags are pointers to commits that do not move
- trees are how file path/organization information is stored for a commit
- blobs are how files contents are stored when a commit is made

## 8.4. Parts of a commit

We will learn about the structure of a commit by inspecting it.

First we will go back to our `gh-inclass` repo

```
cd Documents/inclass/systems/gh-inclass-brownsarahm/
```

We can use `git log` to view past commits

```
git log
```

```

1 commit 1e2ab9259651a73ad277e826d602514d28969c86 (HEAD -> organization)
2 Author: Sarah M Brown <brownsarahm@uri.edu>
3 Date: Tue Sep 24 13:30:44 2024 -0400
4
5     include readmen content
6
7 commit 87c72aec9bd16700fc8fd8ee719136c13e83e01 (origin/organization)
8 Author: Sarah M Brown <brownsarahm@uri.edu>
9 Date: Tue Sep 24 13:23:36 2024 -0400
10
11     stop tracking
12
13 commit d2d1fac72642204bfdcebc7703d786615b8de934
14 Author: Sarah M Brown <brownsarahm@uri.edu>
15 Date: Tue Sep 24 13:16:10 2024 -0400
16
17     organized files into foleders and ignore private
18
19 commit a3904a0a5e7adbcbf9fe439c387fb4dbd7846c51
20 Author: Sarah M Brown <brownsarahm@uri.edu>
21 Date: Tue Sep 24 12:46:19 2024 -0400
22
23     Revert "start organizing"
24
25     This reverts commit 9120d9d88aa587e4ffda1ee9aa8c3dcf8f764f7e.

```

here we see some parts:

- hash (the long alphanumeric string)
- (if merge)
- author
- time stamp
- message

but we know commits are supposed to represent some content and we have no information about that in this view

the hash is the *unique identifier* of each commit

we can view individual commits with `git cat-file` and at least 4 characters of the hash or enough to be unique. We will try 4 characters and I will use the first visible commit above, that is highlighted

`git cat-file` has different modes:

- `-p` for pretty print
- `-t` to return the type

```
git cat-file -p 1e2a
```

```

tree 7c055c5ff9309a982982db0b890bc2a02926d7e3
parent 87c72aec9bd16700fc8fd8ee719136c13e83e01
author Sarah M Brown <brownsarahm@uri.edu> 1727199044 -0400
committer Sarah M Brown <brownsarahm@uri.edu> 1727199044 -0400

include readmen content

```

Here we see the actual parts of a commit file:

- a pointer to a tree
- a pointer to a parent commit (highlighted)
- author info with timestamp
- committer info with timestamp
- commit message

### 8.4.1. Commit parents help us trace back

kind of like a linked list

we can use the hash of the parent in the output above

```
git cat-file -p 87c7
```

```
tree 06895b0f89062a5d9d12b5de5a068dc253f27092
parent d2d1fac72642204bfdfcebc7703d786615b8de934
author Sarah M Brown <brownsarahm@uri.edu> 1727198616 -0400
committer Sarah M Brown <brownsarahm@uri.edu> 1727198616 -0400

stop tracking
```

#### What is the PGP signature?

[Signed commits](#) are extra authentication that you are who you say you are.

The commits that are labeled with the

[verified](#) tag on [GitHub.com](#)

If we pick a commit from the history on GitHub that does not have [verified](#) on it, then we can see it does not have the PGP signature, but some do.

### 8.4.2. Commit trees are the hash of the content

The snapshot is stored via a tree, we can use `git cat-file` to look at the tree object too.

The tree being a separate object from the overall commit allows us to be able to “edit” a message or “change” the parent of a commit; we actually make a *new* commit with the same tree.

let's look at the tree for that commit.

```
git cat-file -p 0689
```

```
040000 tree 263fb9d22090e88edd2bf1847c24c3511de91b49 .github
100644 blob 9fdc6b1b8d6b0916ef50b0a37e8c31999117016d .gitignore
100644 blob 9ece5efa25710c8fad7d9f210928785b5362b06f CONTRIBUTING.md
100644 blob 2d232a2231c650dc4094606797fe0bd3e0ce4c65 LICENSE.md
100644 blob b8eb6e89c6295e574ee5e3363d51c917a16797ff README.md
040000 tree f596404cd28ea4bad49ff73fb4884049ab0e31f2 docs
100644 blob 39d5708913a6c708d1a505cde6da544785c086a6 setup.py
040000 tree 8c3cc97ca6446c270ca0b8f7d4ce640a6e81e468 src
040000 tree d3980efccf4856f0c61a6a16ed40be534c5230a5 tests
```

in this we have several columns:

- mode (indicates normal file or directory in the working directory)
- `git` object type (block or tree)
- hash of the object
- its file name in the working directory

The highlighted line for `LICENSE.md` we all have the same hash (as long as you picked a commit and tree after that file was created). This is because the hashis of the *contents* and the files all do have the same contents

### 8.4.3. Trees point to blobs of the file content

We can also use `git cat-file` to view a blob.

```
git cat-file -p 2d23
```

```
the info on how the code can be reused
```

```
++{"lesson_part":"main"}
```

## 8.5. Commits are implemented as files

commits are stored in the `.git` directory as files. git itself *is* a file system, or a way of storing information.

Everything the git program uses is stored in the `.git` directory, you can think of that like all of the variables the program would need if it ran all the time.

```
ls .git
```

COMMIT_EDITMSG	REBASE_HEAD	index	packed-refs
FETCH_HEAD	config	info	refs
HEAD	description	logs	
ORIG_HEAD	hooks	objects	

the ones in all caps are simple pointers and the others are other formats.

Most of the content is in th `objects` folder, git objects are the items that get stores.

Recall, we had seen the `HEAD` pointer before

```
cat .git/HEAD
```

```
ref: refs/heads/organization
```

which stores our current branch

Most of the content is in the `objects` folder, git objects are the items that get stores.

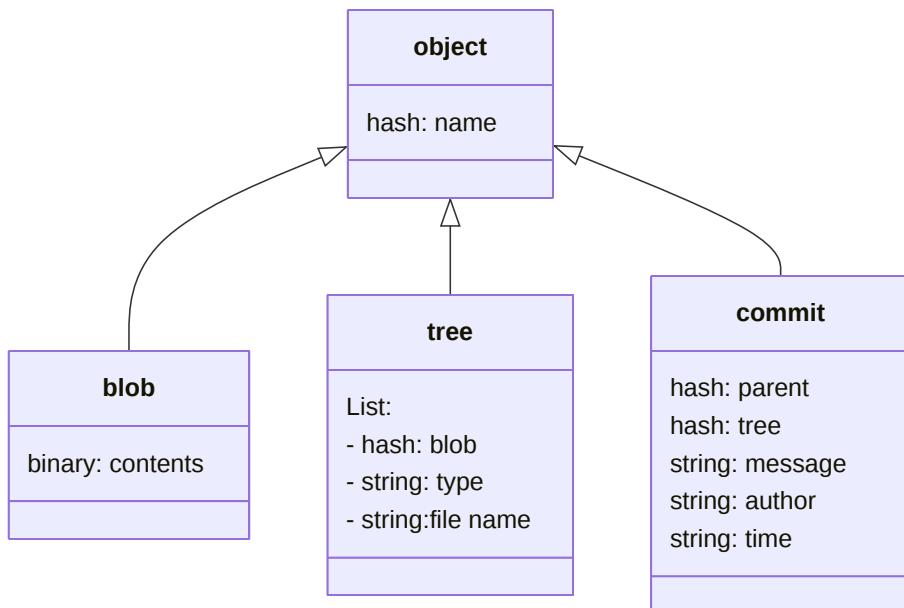
```
ls .git/objects/
```

06	29	46	72	93	ab	c7	e9
0c	2d	4c	76	94	b0	ca	f1
0e	38	5b	7a	99	b1	cb	f5
10	39	5f	7c	9d	b8	d2	f9
19	3a	62	85	9e	c0	d3	info
1e	3c	63	87	9f	c2	d8	pack
1f	3d	66	8c	a3	c3	dd	
25	45	70	91	a8	c5	e0	

We see a lot more folders here than we had commits. This is because there are three types of objects.

### 8.5.1. a commit is a type of git object

This is a *class diagram* for the `git object`s:



```
cat .git/objects/29/245e4b9cce937fb9e50bc3762ab19c6a7a12c3
```

```
x%?A
?0Fa?9?nt!?] *(
??x?1??`Ld2???V?????eS/???P???1?aLL?EUT???!=?????fu??-?
??..???x?TItP???| )?>?'#?F? h?%?Cu?J .??hGb?????| Ez8`

+++{"lesson_part": "main"}

```{code-cell} bash
:tags: ["skip-execution"]
git cat-file -t 2924

```

blob

```
git cat-file -p 2924
```

```
# Sarah Brown

tenure year: 2027
- i skied competitively in hs
<<<<< HEAD
- i started at uri in 2020
=====
- i went to Northeastern
>>>>> 62dcf61 (local second fun fact)
```

```
git log
```

```
commit 1e2ab9259651a73ad277e826d602514d28969c86 (HEAD -> organization)
Author: Sarah M Brown <brownsarahm@uri.edu>
Date:   Tue Sep 24 13:30:44 2024 -0400

    include readmen content

commit 87c72aec9bd16700fc8fd8ee719136c13e83e01 (origin/organization)
Author: Sarah M Brown <brownsarahm@uri.edu>
Date:   Tue Sep 24 13:23:36 2024 -0400

    stop tracking

commit d2d1fac72642204bfdcebc7703d786615b8de934
Author: Sarah M Brown <brownsarahm@uri.edu>
Date:   Tue Sep 24 13:16:10 2024 -0400

    organized files into foleders and ignore private

commit a3904a0a5e7adbcbf9fe439c387fb4dbd7846c51
Author: Sarah M Brown <brownsarahm@uri.edu>
Date:   Tue Sep 24 12:46:19 2024 -0400

    Revert "start organizing"

    This reverts commit 9120d9d88aa587e4ffda1ee9aa8c3dcf8f764f7e.

commit 4ceb1500582236e98bdb141116821a5857f75a76
```

```
git status
```

```
On branch organization
Your branch is ahead of 'origin/organization' by 1 commit.
  (use "git push" to publish your local commits)

nothing to commit, working tree clean
```

```
ls
```

```
CONTRIBUTING.md README.md      scratch.ipynb     src
LICENSE.md        docs           setup.py       tests
```

## 8.6. Commit messages are essential

A git commit message must exist and is *always* for people, but can also be for machines.

the [conventional commits standard](#) is a format of commits

if you use this, then you can use automated tools to generate a full change log when you release code

[Tooling and examples of conventional commits](#)

## 8.7. Git tags point to commits and do not move

```
echo "example" >> README.md
```

```
git commit -a -m 'add more stuff'
```

```
[organization e8ab736] add more stuff
 1 file changed, 1 insertion(+)
```

```
git log
```

```
commit e8ab736a7c843e8515e484b136ffcbccfc162618 (HEAD -> organization)
Author: Sarah M Brown <brownsarahm@uri.edu>
Date:   Tue Oct 1 13:33:22 2024 -0400
```

```
    add more stuff
```

```
commit 1e2ab9259651a73ad277e826d602514d28969c86
Author: Sarah M Brown <brownsarahm@uri.edu>
Date:   Tue Sep 24 13:30:44 2024 -0400
```

```
    include readmen content
```

```
commit 87c72aec9bd16700fc8fd8ee719136c13e83e01 (origin/organization)
Author: Sarah M Brown <brownsarahm@uri.edu>
Date:   Tue Sep 24 13:23:36 2024 -0400
```

```
    stop tracking
```

```
commit d2d1fac72642204bfdcebc7703d786615b8de934
Author: Sarah M Brown <brownsarahm@uri.edu>
Date:   Tue Sep 24 13:16:10 2024 -0400
```

```
    organized files into foleders and ignore private
```

```
commit a3904a0a5e7adbcbf9fe439c387fb4dbd7846c51
Author: Sarah M Brown <brownsarahm@uri.edu>
Date:   Tue Sep 24 12:46:19 2024 -0400
```

```
git checkout 1e2a
```

Note: switching to '1e2a'.

You are in 'detached HEAD' state. You can look around, make experimental changes and commit them, and you can discard any commits you make in this state without impacting any branches by switching back to a branch.

If you want to create a new branch to retain commits you create, you may do so (now or later) by using -c with the switch command. Example:

```
git switch -c <new-branch-name>
```

Or undo this operation with:

```
git switch -
```

Turn off this advice by setting config variable advice.detachedHead to false

```
HEAD is now at 1e2ab92 include readmen content
```

```
git tag 0.0.1
```

```
git tag
```

```
0.0.1
```

```
git checkout organization
```

Previous HEAD position was 1e2ab92 include readmen content  
Switched to branch 'organization'  
Your branch is ahead of 'origin/organization' by 2 commits.  
(use "git push" to publish your local commits)

```
git log
```

```
commit e8ab736a7c843e8515e484b136ffcbccfc162618 (HEAD -> organization)
Author: Sarah M Brown <brownsarahm@uri.edu>
Date:   Tue Oct 1 13:33:22 2024 -0400
```

```
add more stuff
```

```
commit 1e2ab9259651a73ad277e826d602514d28969c86 (tag: 0.0.1)
Author: Sarah M Brown <brownsarahm@uri.edu>
Date:   Tue Sep 24 13:30:44 2024 -0400
```

```
include readmen content
```

```
commit 87c72aec9bd16700fc8fd8ee719136c13e83e01 (origin/organization)
Author: Sarah M Brown <brownsarahm@uri.edu>
Date:   Tue Sep 24 13:23:36 2024 -0400
```

```
stop tracking
```

```
commit d2d1fac72642204bfdcebc7703d786615b8de934
Author: Sarah M Brown <brownsarahm@uri.edu>
Date:   Tue Sep 24 13:16:10 2024 -0400
```

```
organized files into foleders and ignore private
```

```
commit a3904a0a5e7adbcbf9fe439c387fb4dbd7846c51
Author: Sarah M Brown <brownsarahm@uri.edu>
Date:   Tue Sep 24 12:46:19 2024 -0400
```

```
ls .git
```

```
COMMIT_EDITMSG  REBASE_HEAD      index          packed-refs
FETCH_HEAD      config           info           refs
HEAD            description       logs           objects
ORIG_HEAD       hooks           objects
```

```
ls .git/refs/
```

```
heads    remotes tags
```

```
ls .git/refs/tags/
```

```
0.0.1
```

```
ls .git/refs/heads/
```

```
1-create-a-readme      my_branch
fun_fact              my_branch_checkedoutb
main                  organization
```

```
## Prepare for Next Class  
```{include} ../../_prepare/2024-10-03.md
```

## 8.8. Badges

[Review](#) [Practice](#)

1. Export your git log for your KWL main branch to a file called gitlog.txt and commit that as exported to the branch for this issue. **note that you will need to work between two branches to make this happen.** Append a blank line, [## Commands](#), and another blank line to the file, then the command history used for this exercise to the end of the file.
2. In commit-def.md compare two of the four ways we described a commit today in class. How do the two descriptions differ? How does defining it in different ways help add up to improve your understanding?

## 8.9. Experience Report Evidence

### 8.10. Questions After Today's Class

#### 8.10.1. Besides a linked list, what other data structures or algorithms does git use on its inner workings?

the main algorithm it uses is hashing.

More detail here is a good explore badge.

#### 8.10.2. Why did running [ls .git/objects](#) had no files even when I have a commit history?

git compresses content into packfiles at times. This is rare, but can happen.

#### 8.10.3. Is the only reason I would need to sign a commit is to show that I am the one dispersing it so it doesn't seem like spam or a virus? or should signing commits become a frequent practice?

the answer is yes to both questions

#### 8.10.4. When I entered “git cat-file -p 39d5” in the command line, the result was “file with function with instructions for pip”. What does this mean?

your blob object 39d5 is a file with that contents like:

```
file with function with instructions for pip
```

we do not yet know its filename, but that is what this is.

### 8.10.5. What is the reason for tags? Are they means of labeling? Or means of access?

they are for labeling and for creating fixed “versions” that can be used for a “release”. For example, in class I use tags to create releases and then those make notifications, but for software releases are like the times we push to users.

## 9. How do programmers communicate about code?

### 💡 Tip

check if your codespace has uncommitted changes on [github.com/codespaces](https://github.com/codespaces)

note:

- you can only have 2 active at a time(green dots)
- you can see if any have uncommitted changes
- you can [export those changes to a branch](#) from this page

### 9.1. Why Documentation

Today we will talk about documentation, there are several reasons this is important:

- **using** official documentation is the best way to get better at the tools
- understanding how documentation is designed and built will help you use it better
- **writing** and **maintaining** documentation is really important part of working on a team
- documentation building tools are a type of developer tool (and these are generally good software design)

Design is best learned from examples. Some of the best examples of software *design* come from developer tools.

- [source \(js version\)](#)
- [source \(python version\)](#)

In particular documentation tools are really good examples of:

- pattern matching
- modularity and abstraction
- automation
- the build process beyond compiling

By the end of today's class you will be able to:

- describe different types of documentation
- generate documentation as html

Plus we will reinforce things we have already seen:

- paths
- good file naming

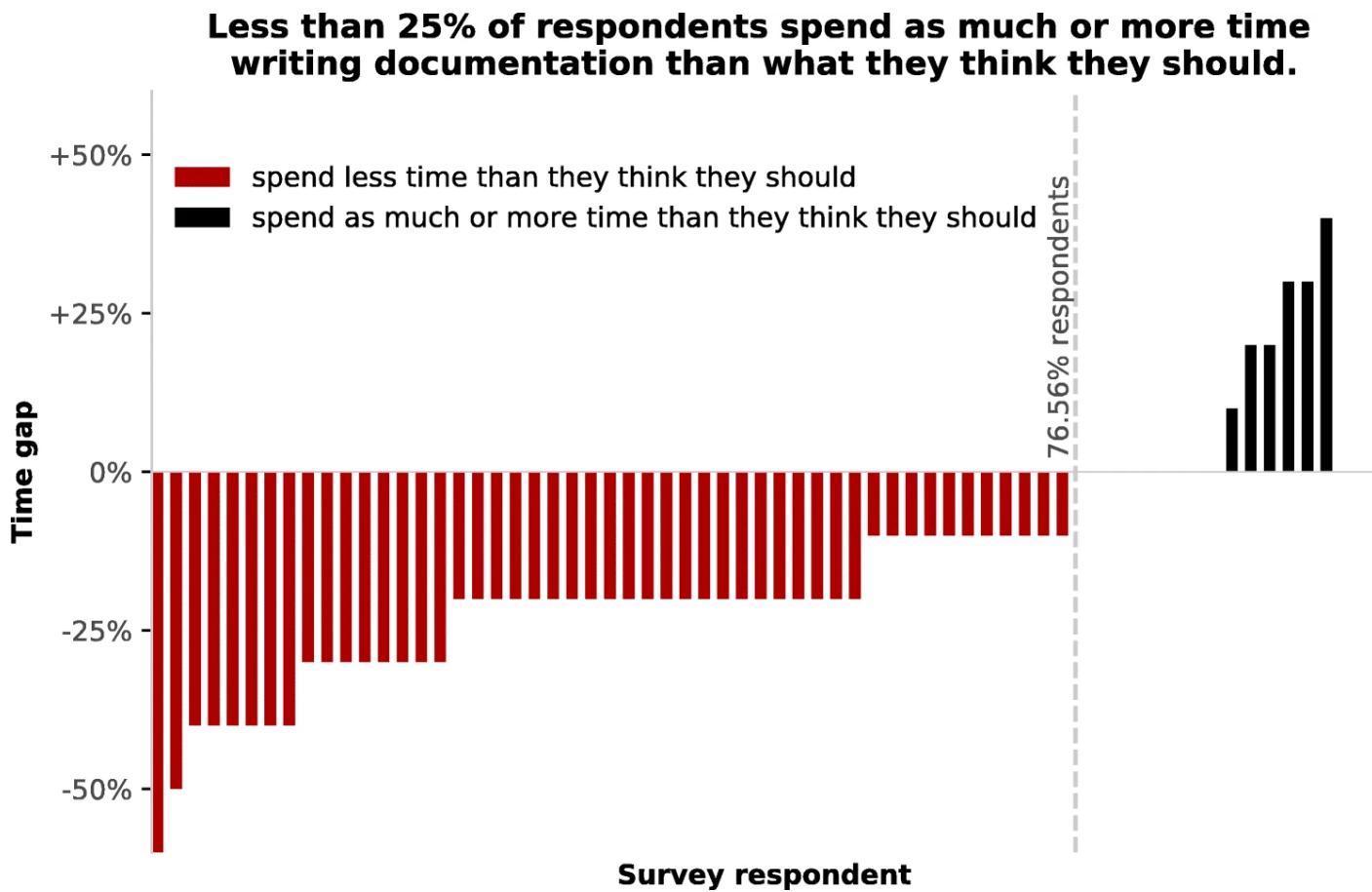
## 9.2. What is documentation

[documentation types table](#)

from [ethnography of documentation data science](#)

### 9.2.1. Why is documentation so important?

we should probably spend more time on it



[via source](#)

## 9.3. So, how do we do it?

Different types of documentation live in different places and we use tools to maintain them.

As developers, we rely on code to do things that are easy for computers and hard for people.

## Documentation Tools

[write the docs](#)

[linux kernel uses sphinx](#) and here is [why](#) and [how it works](#)

## 9.4. Jupyterbook

[Jupyterbook](#) wraps sphinx and uses markdown instead of restructured text. The project authors [note in the documentation](#) that it “can be thought of as an *opinionated distribution of Sphinx*”. We’re going to use this.

navigate to your folder for this course (mine is `inclass/systems`)

We can confirm that `jupyter-book` is installed by checking the version.

```
jupyter-book --version
```

```
Jupyter Book      : 1.0.2
External ToC      : 1.0.1
MyST-Parser       : 2.0.0
MyST-NB          : 1.1.1
Sphinx Book Theme: 1.1.3
Jupyter-Cache     : 1.0.0
NbClient          : 0.10.0
```

Let's look at the status of this folder to set a baseline before we run new commands.

```
ls
```

```
fall124-brownsarahm      gh-inclass-brownsarahm
```

We will run a command to create a jupyterbook from a template, the command has 3 parts:

- `jupyter-book` is a program (the thing we installed)
- `create` is a subcommand (one action that program can do)
- `tiny-book` is an argument (a mandatory input to that action)

```
jupyter-book create tiny-book
```

```
=====
Your book template can be found at
  tiny-book/
=====
```

but it does an unrelated thing, we can use `ls` to check again to see more of what happened beyond the announcement above

```
ls
```

we have a new folder!

```
fall124-brownsarahm      tiny-book  
gh-inclass-brownsarahm
```

You can make it with any name:

```
jupyter-book create example
```

because the name is an argument or input

```
=====  
Your book template can be found at  
example/  
=====
```

Each one makes a directory, we can see by listing

```
ls
```

```
example      gh-inclass-brownsarahm  
fall124-brownsarahm      tiny-book
```

And we can delete the second one since we do not actually want it.

```
rm example/
```

```
rm: example/: is a directory
```

we get an error because it is not well defined to delete a directory, and potentially risky, so `rm` is written to throw an error

Instead, we have to tell it two additional things:

- to delete recursively `r`
- to force it to do something risky with `f`

note we can stack single character options together with a single `-`

```
rm -rf example/
```

```
ls
```

```
fall124-brownsarahm      tiny-book  
gh-inclass-brownsarahm
```

as we want

## 9.5. Structure of a Jupyter book

```
cd tiny-book/
```

We will explore the output by looking at the files

```
ls
```

```
_config.yml          markdown.md  
_toc.yml            notebooks.ipynb  
intro.md            references.bib  
logo.png            requirements.txt  
markdown-notebooks.md
```

A jupyter book has two required files ([\\_config.yml](#) and [\\_toc.yml](#)), some for content, and some helpers that are common but not required.

- [config defaults](#)
- [toc file formatting rules](#)
- the [\\*.md](#) files are content
- the [.bib](#) file is bibliography information
- The other files are optional, but common. [Requirements.txt](#) is the format for pip to install python dependencies. There are different standards in other languages for how

### Note

the extention ([.yml](#)) is [yaml](#), which stands for “YAML Ain’t Markup Language”. It consists of key, value pairs and is designed to be a human-friendly way to encode data for use in any programming language.

### 9.5.1. Dev tools mean we do not have to write bibliographies manually

bibliographies are generated with [bibtex](#) which takes structured information from the references in a [bibtex file](#) with help from [sphinxcontrib-bibtex](#)

For general reference, reference managers like [zotero](#) and [mendeley](#) can track all of your sources and output the references in bibtex format that you can use anywhere or sync with tools like MS Word or Google Docs.

**this is not a git repo** it is only a folder we have made locally

```
git status
```

```
fatal: not a git repository (or any of the parent directories): .git
```

```
cat references.bib
```

```

@inproceedings{holdgraf_evidence_2014,
    address = {Brisbane, Australia, Australia},
    title = {Evidence for {Predictive} {Coding} in {Human} {Auditory} {Cortex}},
    booktitle = {International {Conference} on {Cognitive} {Neuroscience}},
    publisher = {Frontiers in Neuroscience},
    author = {Holdgraf, Christopher Ramsay and de Heer, Wendy and Pasley, Brian N. and Knight, Robert},
    year = {2014}
}

@article{holdgraf_rapid_2016,
    title = {Rapid tuning shifts in human auditory cortex enhance speech intelligibility},
    volume = {7},
    issn = {2041-1723},
    url = {http://www.nature.com/doifinder/10.1038/ncomms13654},
    doi = {10.1038/ncomms13654},
    number = {May},
    journal = {Nature Communications},
    author = {Holdgraf, Christopher Ramsay and de Heer, Wendy and Pasley, Brian N. and Rieger, Jochen},
    year = {2016},
    pages = {13654},
    file = {Holdgraf et al. - 2016 - Rapid tuning shifts in human auditory cortex enhance speech inte}
}

@inproceedings{holdgraf_portable_2017,
    title = {Portable learning environments for hands-on computational instruction using container-ar},
    volume = {Part F1287},
    isbn = {978-1-4503-5272-7},
    doi = {10.1145/3093338.3093370},
    abstract = {@ 2017 ACM. There is an increasing interest in learning outside of the traditional c},
    booktitle = {{ACM} {International} {Conference} {Proceeding} {Series}},
    author = {Holdgraf, Christopher Ramsay and Culich, A. and Rokem, A. and Deniz, F. and Alegro, M.},
    year = {2017},
    keywords = {Teaching, Bootcamps, Cloud computing, Data science, Docker, Pedagogy}
}

@article{holdgraf_encoding_2017,
    title = {Encoding and decoding models in cognitive electrophysiology},
    volume = {11},
    issn = {16625137},
    doi = {10.3389/fnsys.2017.00061},
    abstract = {@ 2017 Holdgraf, Rieger, Micheli, Martin, Knight and Theunissen. Cognitive neuroscier},
    journal = {Frontiers in Systems Neuroscience},
    author = {Holdgraf, Christopher Ramsay and Rieger, J.W. and Micheli, C. and Martin, S. and Knight},
    year = {2017},
    keywords = {Decoding models, Encoding models, Electrocorticography (ECOG), Electrophysiology/evok}
}

@book{ruby,
    title      = {The Ruby Programming Language},
    author     = {Flanagan, David and Matsumoto, Yukihiro},
    year       = {2008},
    publisher  = {O'Reilly Media}
}

```

## 9.6. YAML files let us set parameters in a file

The table of contents file describe how to put the other files in order.

```
cat _toc.yml
```

```
1 # Table of contents  
2 # Learn more at https://jupyterbook.org/customize/toc.html
```

The first two lines are comments, the pound sign `#` is a comment in bash and YAML. Here, the developers chose, in the template to put information about how to set up this file right in the template file. This is developers helping their users!

```
4 format: jb-book  
5 root: intro
```

The first next two lines are key value pairs that tell the high level settings

```
6 chapters:  
7 - file: markdown  
8 - file: notebooks  
9 - file: markdown-notebooks
```

the end of the file shows a list of files that will be treated as chapters. This is also the syntax for a list in YAML, the list is named `chapters` and each item, starting with a `-` has a single key, `file`

### 🔔 Where have we seen a YAML list?

You can create a community badge that uses as the location of the “contribution” a link to the snippet to a set of lines in your main fall24 repo that is a YAML list. This is valid as long as it is created before lab time on Monday October 7.

Config tells `jupyter-book` how to run, these are literally the options and settings it needs to make a site (or other document).

```
cat _config.yml
```

```

# Book settings
# Learn more at https://jupyterbook.org/customize/config.html

title: My sample book
author: The Jupyter Book Community
logo: logo.png

# Force re-execution of notebooks on each build.
# See https://jupyterbook.org/content/execute.html
execute:
  execute_notebooks: force

# Define the name of the latex output file for PDF builds
latex:
  latex_documents:
    targetname: book.tex

# Add a bibtex file so that we can create citations
bibTex_bibfiles:
  - references.bib

# Information about where the book exists on the web
repository:
  url: https://github.com/executablebooks/jupyter-book # Online location of your book
  path_to_book: docs # Optional path to your book, relative to the repository root
  branch: master # Which branch of the repository should be used when creating links (optional)

# Add GitHub buttons to your book
# See https://jupyterbook.org/customize/config.html#add-a-link-to-your-repository
html:
  use_issues_button: true
  use_repository_button: true

```

Here the developers left many links to more information and included default values for several settings that people might want to change easily.

### 9.6.1. Retiring racist language

Historically the default branch in git was called master. `jupyter-book` has that as default

- [derived from a master/slave analogy](#) which is not even how git works, but was adopted terminology from other projects
- [GitHub no longer does](#)
- [the broader community is changing as well](#)
- [git allows you to make your default not be master](#)
- [literally the person who chose the names “master” and “origin” regrets that choice](#) the name main is a more accurate and not harmful term and the current convention.

## 9.7. Files can help us install dependencies too

The one last file tells us what dependencies we have

```
cat requirements.txt
```

If your book generates with error messages run `pip install -r requirements.txt`

```
jupyter-book  
matplotlib  
numpy
```

These are two Python libraries that are required to run the code in the notebook files, plus `jupyter-book` itself.

```
ls
```

```
_config.yml      markdown.md  
_toc.yml        notebooks.ipynb  
intro.md        references.bib  
logo.png        requirements.txt  
markdown-notebooks.md
```

## 9.8. Building Documentation

We can transform from raw source to an output by **building** the book

```
jupyter-book build .
```

```

Running Jupyter-Book v1.0.2
Source Folder: /Users/brownsarahm/Documents/inclass/systems/tiny-book
Config Path: /Users/brownsarahm/Documents/inclass/systems/tiny-book/_config.yml
Output Path: /Users/brownsarahm/Documents/inclass/systems/tiny-book/_build/html
Running Sphinx v7.4.7
loading translations [en]... done
making output directory... done
[etoc] Changing master_doc to 'intro'
checking bibtex cache... out of date
parsing bibtex file /Users/brownsarahm/Documents/inclass/systems/tiny-book/references.bib... parsed 5 entries
myst v2.0.0: MdParserConfig(commonmark_only=False, gfm_only=False, enable_extensions={'linkify', 'dollarnumber'})
myst-nb v1.1.1: NbParserConfig(custom_formats={}, metadata_key='mystnb', cell_metadata_key='mystnb', kerr=False)
Using jupyter-cache at: /Users/brownsarahm/Documents/inclass/systems/tiny-book/_build/.jupyter_cache
sphinx-multitoc-numbering v0.1.3: Loaded
building [mo]: targets for 0 po files that are out of date
writing output...
building [html]: targets for 4 source files that are out of date
updating environment: [new config] 4 added, 0 changed, 0 removed
/Users/brownsarahm/Documents/inclass/systems/tiny-book/markdown-notebooks.md: Executing notebook using local env
/Users/brownsarahm/Documents/inclass/systems/tiny-book/markdown-notebooks.md: Executed notebook in 4.13 seconds
/Users/brownsarahm/Documents/inclass/systems/tiny-book/notebooks.ipynb: Executing notebook using local env
/Users/brownsarahm/Documents/inclass/systems/tiny-book/notebooks.ipynb: Executed notebook in 2.45 seconds

looking for now-outdated files... none found
pickling environment... done
checking consistency... done
preparing documents... done
copying assets...
copying static files... done
copying extra files... done
copying assets: done
writing output... [100%] notebooks
generating indices... genindex done
writing additional pages... search done
copying images... [100%] _build/jupyter_execute/a31e63b1f6ca34376ef17d2b6c277648c6b47bb0a75c5165999735167
dumping search index in English (code: en)... done
dumping object inventory... done
[etoc] missing index.html written as redirect to 'intro.html'
build succeeded.

```

The HTML pages are in \_build/html.

---

```

=====

Finished generating HTML for book.
Your book's HTML pages are here:
    _build/html/
You can look at your book by opening this file in a browser:
    _build/html/index.html
Or paste this line directly into your browser bar:
    file:///Users/brownsarahm/Documents/inclass/systems/tiny-book/_build/html/index.html
=====
```

## 9.9. Documentation engines use patterns

These are a structure that a lot of programming languages and other contexts use:

See examples in other languages in their documentation:

- [rust](#)
- [fmt package in go](#)

- [java](#)
- the [liquid templating language](#) is used for shopify and used in a few other technologies

I can do a quick python example by starting a python interpreter.

```
'1dksjfsdfj {my_var} sflksjfslsdk'.format(my_var ='hello')
```

```
'1dksjfsdfj hello sflksjfslsdk'
```

We can see it added a folder

```
ls
```

_build	markdown-notebooks.md
_config.yml	markdown.md
_toc.yml	notebooks.ipynb
intro.md	references.bib
logo.png	requirements.txt

the [\\_build](#) fodler is new

and we can look at the top of the contents ( you can inspect fully in your repo, but this output would be long with [cat](#) and the point here is *not* to know the details of HTML, but to trust that it can be added formulaically)

```
head _build/html/index.html
```

```
<meta http-equiv="Refresh" content="0; url=intro.html" />
```

we can see how many files it made

```
ls _build/html/
```

_images	markdown-notebooks.html
_sources	markdown.html
_sphinx_design_static	notebooks.html
_static	objects.inv
genindex.html	search.html
index.html	searchindex.js
intro.html	

there is

- one html file for each source file from the toc
- a fodler for images
- the source code
- some files that help the search

- an index page
- and a `_static` folder for the css to style the page

## 9.10. Prepare for Next Class

1. review the notes on [what is a commit](#). In gitdef.md on the branch for this issue, try to describe git in the four ways we described a commit. **the point here is to think about what you know for git and practice remembering it, not “get the right answer”; this is prepare work, we only check that it is complete, not correct**
2. Start recording notes on *how* you use IDEs for the next couple of weeks using the template file below. We will come back to these notes in class later, but it is best to record over a time period instead of trying to remember at that time. Store your notes in your fall24 repo in idethoughts.md on a dedicated `ide_prep` branch. **This is prep for after a few weeks from now, not for October 8; keep this branch open until it is specifically asked for**

## 9.11. Badges

[Review](#) [Practice](#)

1. Review the notes, [jupyterbook docs](#), and experiment with the `jupyter-book` CLI to determine what files are required to make `jupyter-book build` run. Make your kwl repo into a jupyter book, by manually adding those files. **do not add the whole template to your repo**, make the content you have already so it can *build* into html. Set it so that the `_build` directory is not under version control.
2. Add `docs-review.md` to your KWL repo and explain the most important things to know about documentation in your own words using other programming concepts you have learned so far. Include in a markdown (same as HTML `<!-- comment -->`) comment the list of CSC courses you have taken for context while we give you feedback.

## 9.12. Experience Report Evidence

### 9.13. Questions After Today's Class

#### Important

Windows users should see the [Windows Help & Notes](#) page for help

#### 9.13.1. What are some similar tools to jupyter-book?

#### Note

We are using `jupyter-book` which is different from `jupyter notebook`

Jupyter-book is similar to `sphinx` because it uses it. There are a lot of other [Documentation Tools](#).

[mystmd](#) is a newer project that is a lot like jupyter (made by the same people) designed for publishing like with [curvenote](#) or [vercel](#)

Another similar tool is [quarto](#)

and in some ways [pandoc](#) is also similar

#### Important

using any of these tools is a valid build idea

### 9.13.2. Is it technically a Platform as a service?

No, it is just a program that transforms our content from one to another.

### 9.13.3. does jupyter-book have to be referenced anywhere when used to create something?

No you do not have to say that you used it to create your content, but you can. For example, in commit [947fdff](#) I add that to the footer of this site.

## 10. What is git?

Last week, we learned about what a commit is and then we took a break from how git works, to talk more about how developers communicate about code

Today we will learn what git is more formally.

#### Tip

We will go in and out of topics at times, in order to provide what is called *spaced repetition*, repeating material or key concepts with breaks in between.

Using git correctly is a really important goal of this course because git is an opportunity for you to demonstrate a wide range of both practical and conceptual understanding.

So, I have elected to interleave other topics with git to give core git ideas some time to simmer and give you time to practice them before we build on them with more depth at git.

Also, we are both learning git and *using* git as a motivating example of other key important topics.

### 10.1. Why so much git?

Today, we are going to learn *what* git is and later we will learn more details of how it is implemented.

Remember we are spending so much time with git for two reasons:

1. it is an important developer tool
2. it demonstrates important conceptual ideas that occur in other areas of CS

[git book](#) is the official reference on git.

this includes other spoken languages as well if that is helpful for you.

## 10.2. git definition

From here, we have the full definition of git

[git is fundamentally a content-addressable filesystem with a VCS user interface written on top of it.](#)

We do not start from that point, because these documents were written for target audience of working developers who are familiar with other, old version control systems and learning an *additional* one.

Most of you, however, have probably not used another version control system.

## 10.3. Git is a File system

Content-addressable filesystem means a key-value data store.

some examples of key-value pairs that you have seen in computer science broadly, and in this course specifically

- python dictionaries
- pointers (address,content)
- parameter, passed values
- yaml files

What this means is that you can insert any kind of content into a Git repository, for which Git will hand you back a unique key you can use later to retrieve that content.

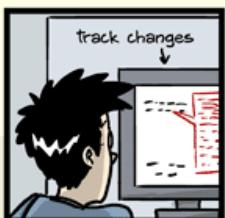
## 10.4. Git is a Version Control System

In the before times

# "FINAL".doc



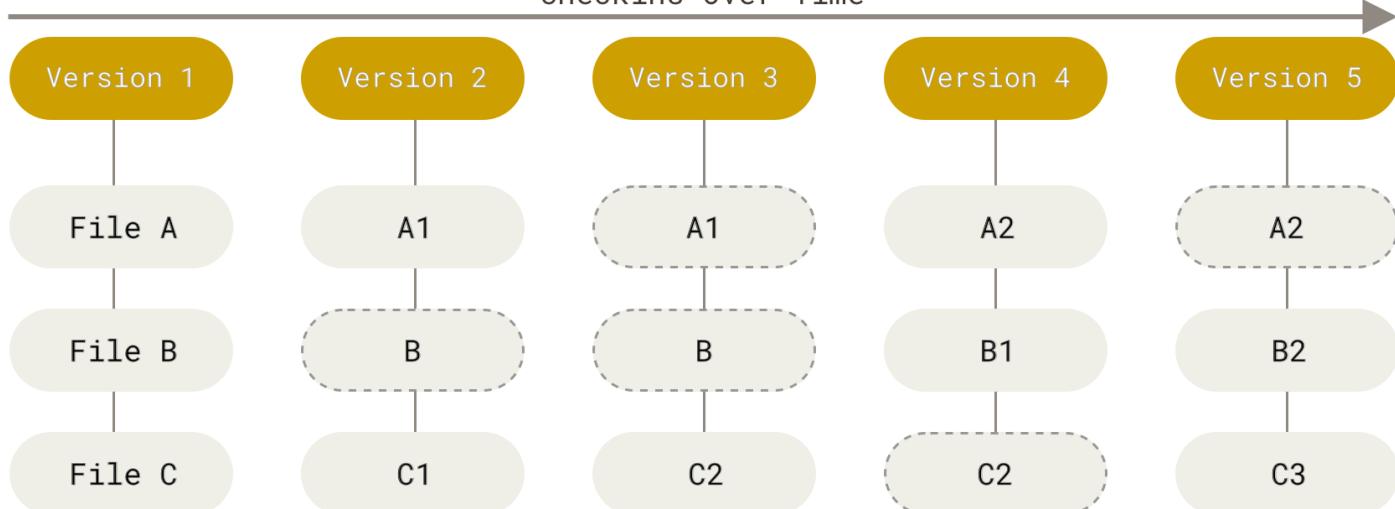
JORGE CHAM © 2012



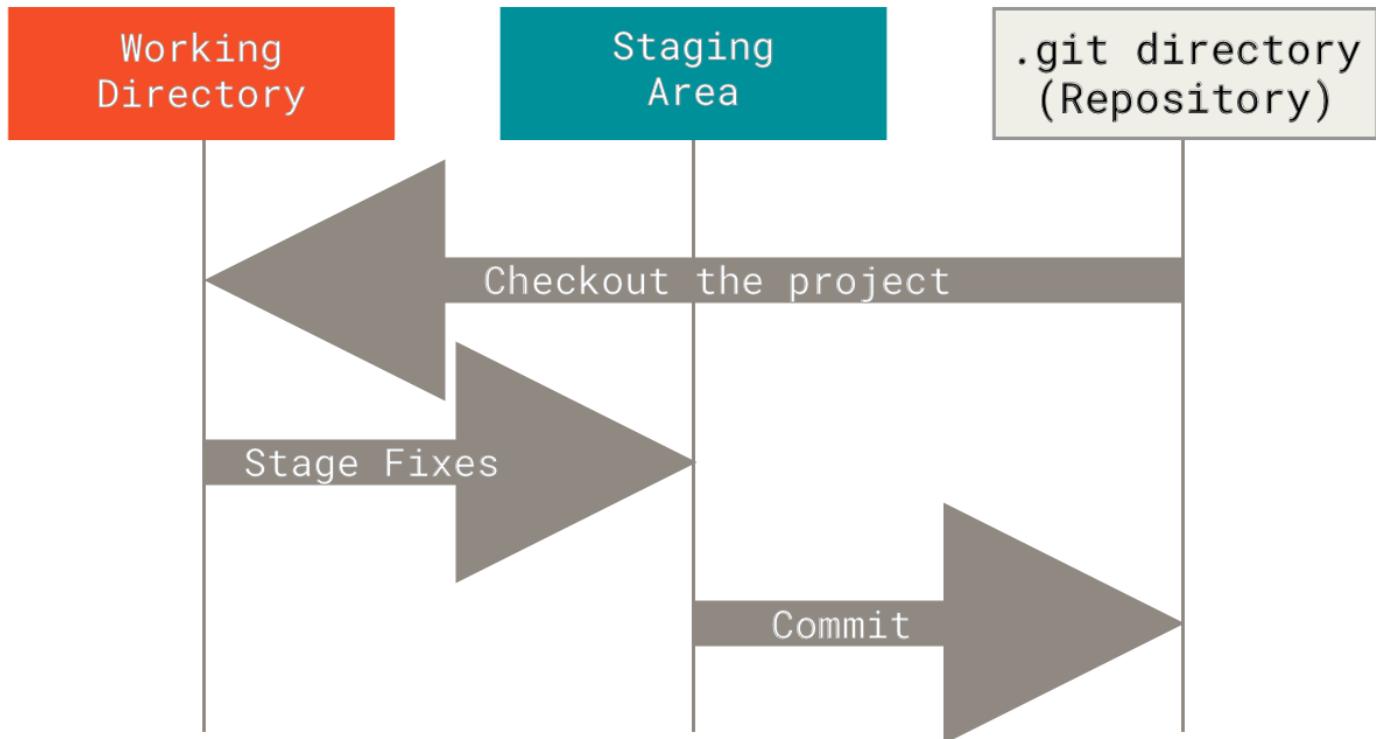
WWW.PHDCOMICS.COM

git stores **snapshots** of your work each time you commit.

Checkins Over Time



it uses 3 stages:



These three stages are the in relation to your working directory, and potentially remotes.

So in broader context, the [git visual cheatsheet](#) is a more complete picture and has commands overlayed with the concept.

## 10.5. Git has two sets of commands

- Porcelain: the user friendly VCS
- Plumbing: the internal workings- a toolkit for a VCS

We have so far used git as a version control system. A version control system, in general, will have operations like commit, push, pull, clone. These may work differently under the hood or be called different things, but those are what something needs to have in order to keep track of different versions.

The plumbing commands reveal the way that git performs version control operations. This means, they implement the git file system operations for the git version control system.

You can think of the plumbing vs porcelain commands like public/private methods. As a user, you only need the public methods (porcelain commands) but those use the private ones to get things done (plumbing commands). We will use the plumbing commands over the next few classes to examine what git *really* does when we call the porcelain commands that we will typically use.

## 10.6. Git is distributed

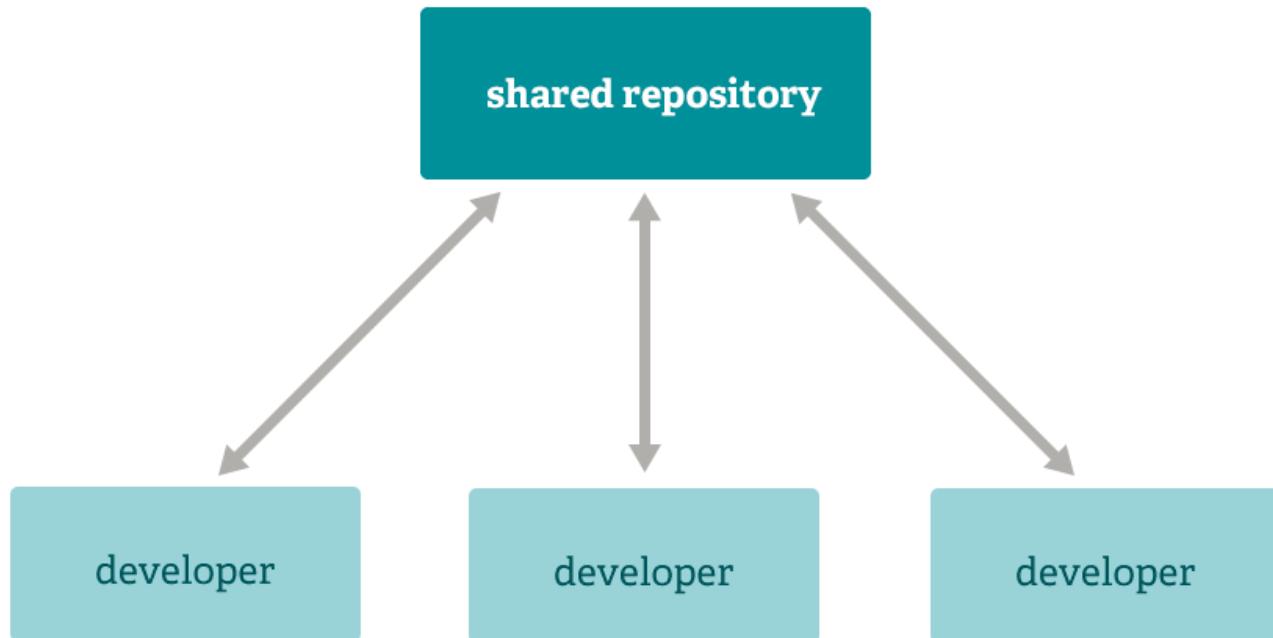
What does that mean?

Git runs locally. It can run in many places, and has commands to help sync across remotes, but git does not require one copy of the repository to be the “official” copy and the others to be subordinate. git just sees repositories.

For human reasons, we like to have one “official” copy and treat the others as local copies, but that is a social choice, not a technological requirement of git. Even though we will typically use it with an official copy and other copies, having a tool that does not care, makes the tool more flexible and allows us to create workflows, or networks of copies that have any relationship we want.

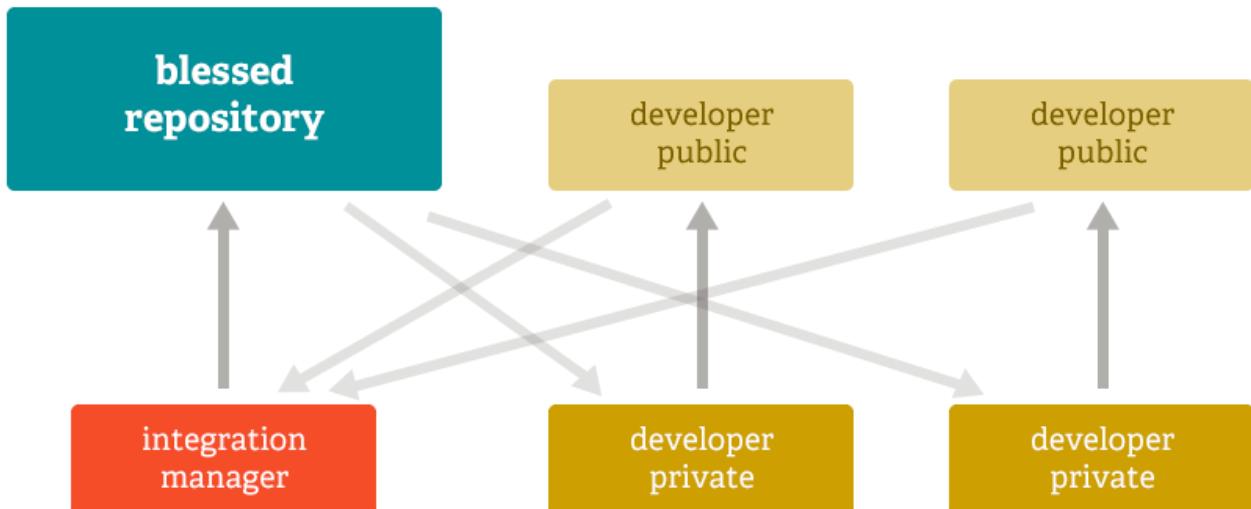
It's about the workflows, or the ways we socially *use* the tool.

### 10.6.1. Subversion Workflow

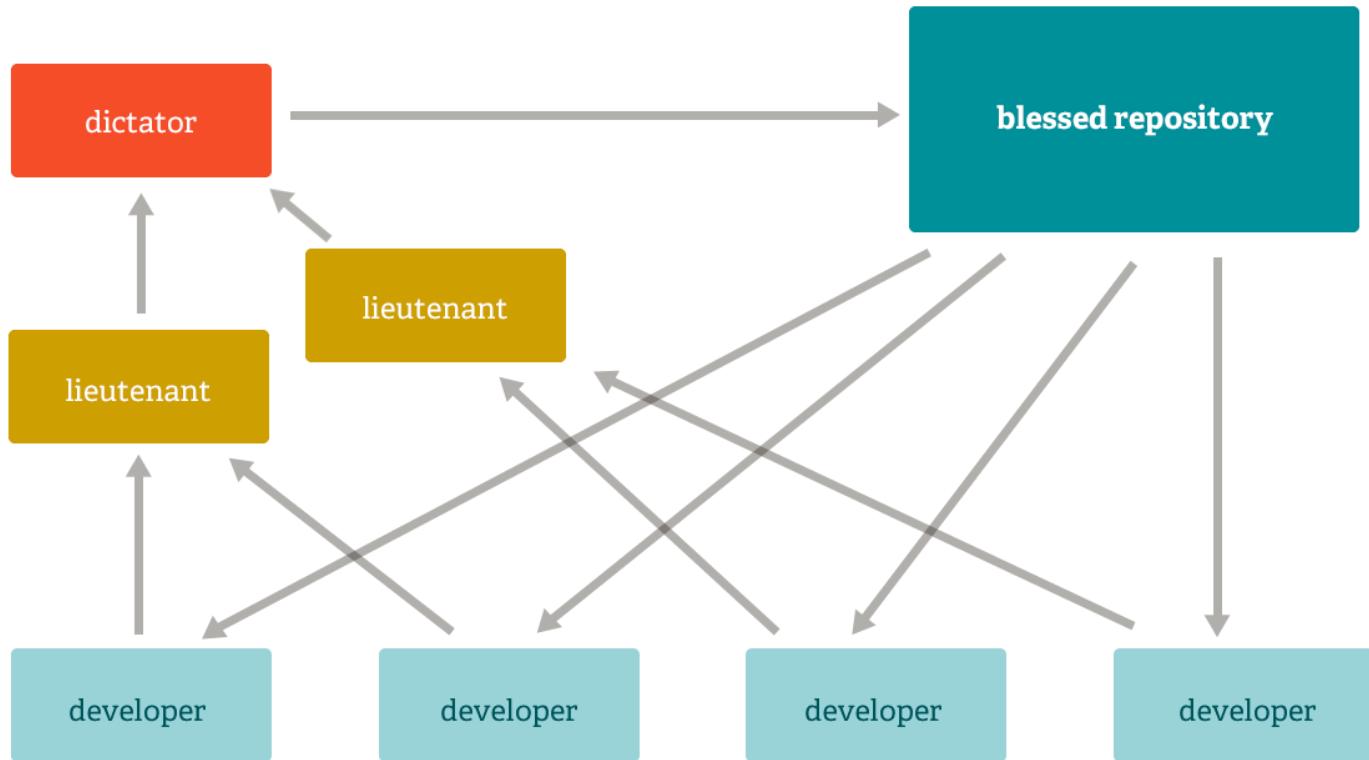


subversion is an older VCS

### 10.6.2. Integration Manager



### 10.6.3. dictator and lieutenants



### 10.7. Starting a git repo locally

We made this folder, but we have not used any git operations on it yet, it is actually not a git repo, which we *could* tell from the output above, but let's use git to inspect and get another hint.

Now we will return to the `tiny-book` folder we made last class. This is a jupyterbook, meaning the command `jupyter-book build .` works in the directory.

```
{ cd tiny-book/
```

```
{ ls
```

_build _config.yml _toc.yml intro.md logo.png	markdown-notebooks.md markdown.md notebooks.ipynb references.bib requirements.txt
-----------------------------------------------------------	-----------------------------------------------------------------------------------------------

we see all fo the files

```
{ ls -a
```

```
.           logo.png  
..          markdown-notebooks.md  
_build      markdown.md  
_config.yml notebooks.ipynb  
_toc.yml    references.bib  
intro.md    requirements.txt
```

but no .git!

and if we try a git command

```
git status
```

```
fatal: not a git repository (or any of the parent directories): .git
```

This tells us the `.git` directory is missing from the current path and all parent directories.

```
pwd
```

```
/Users/brownsarahm/Documents/inclass/systems/tiny-book
```

nor is any other fold in this list, since it checks the parents.

To make it a git repo, we use `git init` with the path we want to initialize, which currently is `.`

```
git init .
```

```
hint: Using 'master' as the name for the initial branch. This default branch name  
hint: is subject to change. To configure the initial branch name to use in all  
hint: of your new repositories, which will suppress this warning, call:  
hint:  
hint:   git config --global init.defaultBranch <name>  
hint:  
hint: Names commonly chosen instead of 'master' are 'main', 'trunk' and  
hint: 'development'. The just-created branch can be renamed via this command:  
hint:  
hint:   git branch -m <name>  
Initialized empty Git repository in /Users/brownsarahm/Documents/inclass/systems/tiny-book/.git/
```

we'll change our default branch to main

```
git branch -m main
```

## Retiring racist language

Historically the default branch was called master.

and check in with git now

```
git status
```

- [derived from a master/slave analogy](#) which is not even how git works, but was adopted terminology from other projects
- [GitHub no longer does](#)

```
On branch main
No commits yet
Untracked files:
  (use "git add <file>..." to include in what will be committed)
    _build/
    _config.yml
    _toc.yml
    intro.md
    logo.png
    markdown-notebooks.md
    markdown.md
    notebooks.ipynb
    references.bib
    requirements.txt
nothing added to commit but untracked files present (use "git
```

- [the broader community is changing as well](#)
- [git allows you to make your default not be master](#)
- [literally the person who chose the names "master" and "origin" regrets that choice](#) the name main is a more accurate and not harmful term and the current convention.

this time it works and we see a two important things:

- there are no previous commits
- all of the files are untracked

## 10.8. Handling Built files

The built site files are completely redundant, content wise, to the original markdown files.

the build folder is completely redundant, we can delete it

```
rm -rf _build/
```

confirm it is gone

```
ls
```

```
_config.yml      markdown.md
_toc.yml        notebooks.ipynb
intro.md        references.bib
logo.png        requirements.txt
markdown-notebooks.md
```

then re-build to replace it

```
jupyter-book build .
```

```
Running Jupyter-Book v1.0.2
Source Folder: /Users/brownsarahm/Documents/inclass/systems/tiny-book
Config Path: /Users/brownsarahm/Documents/inclass/systems/tiny-book/_config.yml
Output Path: /Users/brownsarahm/Documents/inclass/systems/tiny-book/_build/html
Running Sphinx v7.4.7
loading translations [en]... done
making output directory... done
[etoc] Changing master_doc to 'intro'
checking bibtex cache... out of date
parsing bibtex file /Users/brownsarahm/Documents/inclass/systems/tiny-book/references.bib... parsed 5 entries
myst v2.0.0: MdParserConfig(commonmark_only=False, gfm_only=False, enable_extensions={'substitution', 'task_lists'})
myst-nb v1.1.1: NbParserConfig(custom_formats={}, metadata_key='mystnb', cell_metadata_key='mystnb', kernel_name='mystnb')
Using jupyter-cache at: /Users/brownsarahm/Documents/inclass/systems/tiny-book/_build/.jupyter_cache
sphinx-multitoc-numbering v0.1.3: Loaded
building [mo]: targets for 0 po files that are out of date
writing output...
building [html]: targets for 4 source files that are out of date
updating environment: [new config] 4 added, 0 changed, 0 removed
/Users/brownsarahm/Documents/inclass/systems/tiny-book/markdown-notebooks.md: Executing notebook using local env
/Users/brownsarahm/Documents/inclass/systems/tiny-book/markdown-notebooks.md: Executed notebook in 1.28 seconds
/Users/brownsarahm/Documents/inclass/systems/tiny-book/notebooks.ipynb: Executing notebook using local env
/Users/brownsarahm/Documents/inclass/systems/tiny-book/notebooks.ipynb: Executed notebook in 2.10 seconds

looking for now-outdated files... none found
pickling environment... done
checking consistency... done
preparing documents... done
copying assets...
copying static files... done
copying extra files... done
copying assets: done
writing output... [100%] notebooks
generating indices... genindex done
writing additional pages... search done
copying images... [100%] _build/jupyter_execute/a31e63b1f6ca34376ef17d2b6c277648c6b47bb0a75c5165999735167
dumping search index in English (code: en)... done
dumping object inventory... done
[etoc] missing index.html written as redirect to 'intro.html'
build succeeded.
```

The HTML pages are in \_build/html.

```
=====
Finished generating HTML for book.
Your book's HTML pages are here:
    _build/html/
You can look at your book by opening this file in a browser:
    _build/html/index.html
Or paste this line directly into your browser bar:
    file:///Users/brownsarahm/Documents/inclass/systems/tiny-book/_build/html/index.html
=====
```

and see it is back, or view the file in our browser

```
ls
```

_build	markdown-notebooks.md
_config.yml	markdown.md
_toc.yml	notebooks.ipynb
intro.md	references.bib
logo.png	requirements.txt

it contains *derived* content, not content that a person manually authored

```
ls _build/
```

```
html          jupyter_execute
```

```
ls _build/html/
```

```
_images           markdown-notebooks.html
_sources          markdown.html
_sphinx_design_static notebooks.html
_static           objects.inv
genindex.html      search.html
index.html        searchindex.js
intro.html
```

since they are fully redundant,

We do not want to keep track of changes for the built files since they are generated from the source files. It's redundant and makes it less clear where someone should update content.

Git helps us with this with the .gitignore

```
echo "_build/" > .gitignore
```

now it does not show!

```
git status
```

```
On branch main
```

```
No commits yet
```

```
Untracked files:
```

```
(use "git add <file>..." to include in what will be committed)
.gitignore
.config.yml
.toc.yml
intro.md
logo.png
markdown-notebooks.md
markdown.md
notebooks.ipynb
references.bib
requirements.txt
```

```
nothing added to commit but untracked files present (use "git add" to track)
```

Now, we can add and commit our book!

```
git add .
```

```
git status
```

```
On branch main  
No commits yet  
Changes to be committed:  
(use "git rm --cached <file>..." to unstage)  
  new file: .gitignore  
  new file: _config.yml  
  new file: _toc.yml  
  new file: intro.md  
  new file: logo.png  
  new file: markdown-notebooks.md  
  new file: markdown.md  
  new file: notebooks.ipynb  
  new file: references.bib  
  new file: requirements.txt
```

```
git commit -m 'tempatle'
```

```
[main (root-commit) eb9ef8e] tempatle  
 10 files changed, 342 insertions(+)  
 create mode 100644 .gitignore  
 create mode 100644 _config.yml  
 create mode 100644 _toc.yml  
 create mode 100644 intro.md  
 create mode 100644 logo.png  
 create mode 100644 markdown-notebooks.md  
 create mode 100644 markdown.md  
 create mode 100644 notebooks.ipynb  
 create mode 100644 references.bib  
 create mode 100644 requirements.txt
```

## 10.9. How do I push a repo that I made locally to GitHub?

Right now, we do not have any remotes, so if we try to push it will fail. Next we will see how to fix that.

First let's confirm

```
git push
```

```
fatal: No configured push destination.  
Either specify the URL from the command-line or configure a remote repository using  
  git remote add <name> <url>  
and then push using the remote name  
  git push <name>
```

it fails, but it tells us how to fix it. This is why inspection is so powerful in developer tools, that is where we developers give one another hints.

Right now, we do not have any remotes

For today, we will create an empty github repo shared with me, by accepting the assignment linked in prismia or ask a TA/instructor if you are making up class.

More generally, you can [create a repo](#)

That default page for an empty repo if you do not initiate it with any files will give you the instructions for what remote to add.

Now we add the remote

```
git remote add origin https://github.com/compsys-progtools/tiny-book-brownsarahm-1.git
```

Then we can push

```
git push
```

```
fatal: The current branch main has no upstream branch.  
To push the current branch and set the remote as upstream, use  
  
    git push --set-upstream origin main  
  
To have this happen automatically for branches without a tracking  
upstream, see 'push.autoSetupRemote' in 'git help config'.
```

once we link the branch

```
git push -u origin main
```

```
To https://github.com/compsys-progtools/tiny-book-brownsarahm-1.git  
! [rejected]          main -> main (fetch first)  
error: failed to push some refs to 'https://github.com/compsys-progtools/tiny-book-brownsarahm-1.git'  
hint: Updates were rejected because the remote contains work that you do not  
hint: have locally. This is usually caused by another repository pushing to  
hint: the same ref. If you want to integrate the remote changes, use  
hint: 'git pull' before pushing again.  
hint: See the 'Note about fast-forwards' in 'git push --help' for details.
```

except github classroom added a commit, so we have diverged histories

we can fix this by pulling

```
git pull
```

```
remote: Enumerating objects: 5, done.
remote: Counting objects: 100% (5/5), done.
remote: Compressing objects: 100% (2/2), done.
remote: Total 5 (delta 0), reused 0 (delta 0), pack-reused 0 (from 0)
Unpacking objects: 100% (5/5), 1.70 KiB | 348.00 KiB/s, done.
From https://github.com/compsys-progtools/tiny-book-brownsarahm-1
 * [new branch]      feedback    -> origin/feedback
 * [new branch]      main        -> origin/main
There is no tracking information for the current branch.
Please specify which branch you want to merge with.
See git-pull(1) for details.
```

```
git pull <remote> <branch>
```

If you wish to set tracking information for this branch you can do so with:

```
git branch --set-upstream-to=origin/<branch> main
```

which requires the branch to be better linked

```
git branch --set-upstream-to=origin/main main
```

```
branch 'main' set up to track 'origin/main'.
```

```
git pull
```

```
hint: You have divergent branches and need to specify how to reconcile them.
hint: You can do so by running one of the following commands sometime before
hint: your next pull:
hint:
hint:   git config pull.rebase false  # merge
hint:   git config pull.rebase true   # rebase
hint:   git config pull.ff only     # fast-forward only
hint:
hint: You can replace "git config" with "git config --global" to set a default
hint: preference for all repositories. You can also pass --rebase, --no-rebase,
hint: or --ff-only on the command line to override the configured default per
hint: invocation.
fatal: Need to specify how to reconcile divergent branches.
```

and we need the option for how to work. I want our local commits to be the most recent so I will `rebase`

```
git pull --rebase
```

```
Successfully rebased and updated refs/heads/main.
```

We can see that in the log it is as we expected.

```
git log
```

```
commit 60bd457a4c3523eae25be36ac685207d605c9676 (HEAD -> main)
Author: Sarah M Brown <brownsarahm@uri.edu>
Date:   Tue Oct 8 12:51:52 2024 -0400

tempalte

commit d781535217b324d9cb2ce6cb45ae565b54ee786f (origin/main)
Author: github-classroom[bot] <66690702+github-classroom[bot]@users.noreply.github.com>
Date:   Tue Oct 8 16:54:12 2024 +0000

    Setting up GitHub Classroom Feedback

commit 72bcbb8cbd2769d21aad3c23c8fbe477d0260ced (origin/feedback)
Author: github-classroom[bot] <66690702+github-classroom[bot]@users.noreply.github.com>
Date:   Tue Oct 8 16:54:12 2024 +0000

GitHub Classroom Feedback
```

Note the commits made more recently *in time* appear older in the commit history.

Now we can push!

```
git push
```

```
Enumerating objects: 13, done.
Counting objects: 100% (13/13), done.
Delta compression using up to 8 threads
Compressing objects: 100% (10/10), done.
Writing objects: 100% (12/12), 16.33 KiB | 8.17 MiB/s, done.
Total 12 (delta 0), reused 0 (delta 0), pack-reused 0 (from 0)
To https://github.com/compsys-progtools/tiny-book-brownsarahm-1.git
 d781535..60bd457  main -> main
```

## 10.10. How does git do all these things?

We can use the bash command `find` to search the file system note that this does not search the contents of the files, just the names.

```
find .git/objects/ -type f
```

```
.git/objects//69/fa449dd96e2405945b2e4cff2fd0ab8b102097  
.git/objects//0e/2e3b27f61b5908c4bb75a1ca680ee4053aa992  
.git/objects//60/bd457a4c3523eae25be36ac685207d605c9676  
.git/objects//5f/534f8051f6a94d40e57e58242ef0113fae4fd1  
.git/objects//5f/2d0ff4056de4c043c720fd80db5ff75502d286  
.git/objects//d7/81535217b324d9cb2ce6cb45ae565b54ee786f  
.git/objects//eb/9ef8efc08fa2067507e7af41fcc904a9a11cb5  
.git/objects//fd/b7176c429a73d5335e127b27d530b8aaa07c7d  
.git/objects//29/a422c19251aeaeb907175e9b3219a9bed6c616  
.git/objects//74/d5c7101ed8c8c1a6f87e31debd9445df1f0e71  
.git/objects//7e/821e45db31376729c73f3616fb24db2b655a95  
.git/objects//72/bcbb8cbd2769d21aad3c23c8fbe477d0260ced  
.git/objects//06/d56f40c838b64eb048a63e036125964a069a3a  
.git/objects//a0/57a320dc595f3f0e0d250c3af4a5653596914  
.git/objects//e6/9de29bb2d1d6434b8b29ae775ad8c2e48c5391  
.git/objects//fa/eea606145667f54d220a0c17ffe8d22db07146  
.git/objects//c2/48258b7f940fe3a133a2f317b574821da8bf7b  
.git/objects//f8/cdc73cb2be06824f521837366ec95b73d55ef8  
.git/objects//78/3ec6aa5afe2f0a66087d01a112f543e1ed287e
```

This is a lot of files! It's more than we have in our working directory.

This is a consequence of git taking snap shots and tracking both the actual contents of our working directory **and** our commit messages and other meta data about each commit.

## 10.11. Git Variables

the program `git` does not run continuously the entire time you are using it for a project. It runs quick commands each time you tell it to, its goal is to manage files, so this makes sense. This also means that important information that `git` needs is also saved in files.

We can see the files that it has by listing the directory:

```
ls .git
```

AUTO_MERGE	ORIG_HEAD	index	refs
COMMIT_EDITMSG	config	info	
FETCH_HEAD	description	logs	
HEAD	hooks	objects	

the files in all caps are like gits variables.

Lets look at the one called `HEAD` we have interacted with `HEAD` before when resolving merge conflicts.

```
cat .git/HEAD
```

```
ref: refs/heads/main
```

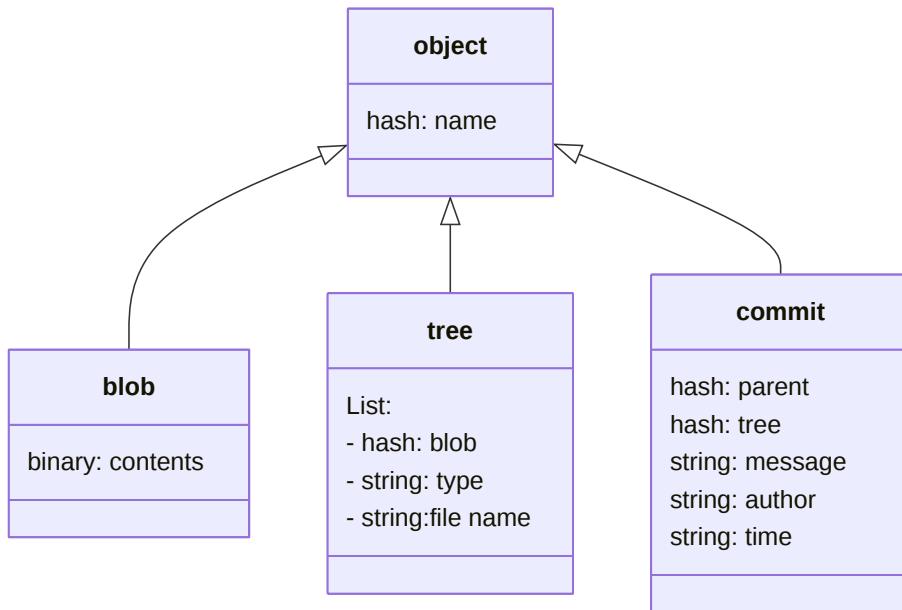
`HEAD` is a pointer to the currently checked out branch.

The other files with `HEAD` in their name are similarly pointers to other references, named corresponding to other things.

## 10.12. Git Objects

There are 3 types:

- blob objects: the content of your files (data)
- tree objects: stores file names and groups files together (organization)
- Commit Objects: stores information about the sha values of the snapshots



## 10.13. Prepare for Next Class

1. Take a few minutes to think what you know about hashing and numbers. Create `hash_num_prep.md` with two sections:  
    `## Hashing` with a few bullet points summarizing key points about hashing, and  
    `## Numbers` with what types of number representations you know.
2. start commenting/expressing interest on build/explore ideas. Next lab will be focused on that.
  - [build template](#)
  - [explore instructions](#)

## 10.14. Badges

Review Practice

1. Read about different workflows in git and describe which one you prefer to work with and why in `favorite_git_workflow.md` in your kwl repo. Two good places to read from are [Git Book](#) and the [atlassian Docs](#)
2. Update your kwl chart with what you have learned or new questions in the want to know column
3. In `commit_contents.md`, redirect the content of your most recent commit, its tree, and the contents of one blob. Edit the file or use `echo` to put markdown headings between the different objects. Add a title `# Complete Commit` to the file

and at the bottom of the file add `## Reflection` subheading with some notes on how, if at all this exercise helps you understand what a commit is.

## 10.15. Experience Report Evidence

## 10.16. Questions After Today's Class

### 10.16.1. Can you clarify the difference between working in local repos, github repos, and github codespaces and how they all integrate?

- a local repo is a folder on your computer
- a github repo is the copy on the [github.com](https://github.com) server that the website interface interacts with
- a github codespace is a virtual machine on an Azure server that you can use VScode with
- a codespace is a *local* copy as far as git is concerned, since you have local access
- both types of local repos can be pushed and pulled to [github.com](https://github.com)

### 10.16.2. how were the older verion controls and what similar features did it have to git that remains present in git present day?

this is a good explore badge topic.

### 10.16.3. why is there a difference between Porcealin and Plumbing commands when they both interact with the file system and are dependent on its contents?

is it the operations that are performed by the commands? Or is it more to do with the level that they interact with the file system.

the porcelain commands essentially call the plumbing commands. In normal day to day use you only need the porcelain commands, plumbing are the low level details.

### 10.16.4. Can the list of commit (objects) ever become long enough to cause issues?

Technically, yes, practically no. the badges for today will have you investigate this idea.

## 11. What is a commit number?

```
cd gh-inclass-brownsarahm/
```

```
git log
```

```
commit e8ab736a7c843e851e484b136ffcbccfc162618 (HEAD -> organization)
Author: Sarah M Brown <brownsarahm@uri.edu>
Date:   Tue Oct 1 13:33:22 2024 -0400

    add more stuff

commit 1e2ab9259651a73ad277e826d602514d28969c86 (tag: 0.0.1)
Author: Sarah M Brown <brownsarahm@uri.edu>
Date:   Tue Sep 24 13:30:44 2024 -0400

    include readmen content

commit 87c72aec9bd16700fc8fd8ee719136c13e83e01 (origin/organization)
Author: Sarah M Brown <brownsarahm@uri.edu>
Date:   Tue Sep 24 13:23:36 2024 -0400

    stop tracking
```

## 11.1. What is a hash?

a hash is:

- a fixed size value that can be used to represent data of arbitrary sizes
- the *output* of a hashing function
- often fixed to a hash table

Common examples of hashing are lookup tables and encryption with a cryptographic hash.

A hashing function could be really simple, to read off a hash table, or it can be more complex.

For example:

Hash	content
0	Success
1	Failure

If we want to represent the status of a program running it has two possible outcomes: success or failure. We can use the following hash table and a function that takes in the content and returns the corresponding hash. Then we could pass around the 0 and 1 as a single bit of information that corresponds to the outcomes.

This lookup table hash works here.

In a more complex scenario, imagine trying to hash all of the new terms you learn in class.

A table would be hard for this, because until you have seen them all, you do not know how many there will be. A more effective way to hash this, is to derive a *hashing function* that is a general strategy.

A *cryptographic* hash is additionally:

- unique
- not reversible
- similar inputs hash to very different values so they appear uncorrelated

Now lets go through each of these properties

### 11.1.1. Cryptographic Hashes are unique

This means that two different values we put in should give different results.

For this property alone, a simple function could work:

```
def basic_unique(input):
    return input
```

but this is not a hash because its length would not be constant and not a cryptographic has because it is easily reversible.

### 11.1.2. Cryptographic Hashes are not reversible

This means that given the hash (output), we cannot compute the message(input).

Any function that gives the same output for two (or more) values meets this criteria.

for example modulus:

$13 \% 3$

1

$10 \% 3$

1

It can be any function that gives the same output for two (or more) values.

but this is not a cryptographic hash

### 11.1.3. Similar inputs lead to seemingly uncorrelated outputs

We can see this using git:

```
echo "it's finally cool" | git hash-object --stdin
```

We can break down this command:

- git hash-object would take the content you handed to it and merely return the unique key
- `--stdin` option tells git hash-object to get the content to be processed from stdin instead of a file
- the `|` is called a pipe (what we saw before was a redirect) it pipes a process output into the next command
- `echo` would write to stdout, with the pip it passes that to std in of the `git-hash`

it returns the hash to std out, so the next command could use it.

```
c70cede405d6534b30debeb70ec84f527788eac3
```

and then we change it just a little bit:

```
echo "it's finally cool" | git hash-object --stdin
```

```
bef51664b1a5a1b4b6b9cf5749dd161d5b1808ed
```

and the hash is completely different

```
echo "its finally cool" | git hash-object --stdin
```

```
c6489cb5bd5d20dcfce9709868b535fe3eeae59f
```

```
git hash-object --help
```

#### 11.1.4. Hashes are fixed length

So, no matter the size of the input, we get back the same length.

This is good for memory allocation reasons.

We could again write a function that only does this simply:

```
def fixed_len(input):
    ...
    pad or trim
    ...
    len_target=100
    str_in = str(input)
    if len(str_in)< len_target:
        return str_in.ljust(len_target, '-')
    else:
        return str_in[:len_target]
```

### 11.2. How can hashes be used?

Hashes can then be used for a lot of purposes:

- message integrity (when sending a message, the unhashed message and its hash are both sent; the message is real if the sent message can be hashed to produce the same has)
- password verification (password selected by the user is hashed and the hash is stored; when attempting to login, the input is hashed and the hashes are compared)
- file or data identifier (eg in git)

### 11.2.1. Hashing in passwords

Passwords can be encrypted and the encrypted information is stored, then when you submit a candidate password it can compare the hash of the submitted password to the hash that was stored. Since the hashing function is nonreversible, they cannot see the password.

password breach

[blog post](#)

Some sites are negligent and store passwords unencrypted, if your browser warns you about such a site, proceed with caution and definitely do not reuse a password you ever use. (you *should never* reuse passwords, but especially do not if there is a warning)

An attacker who gets one of those databases, could build a lookup table. For example, “password” is a bad password because it has been hashed in basically every algorithm and then the value of it can be reversed. Choosing an uncommon password makes it less likely that your password exists in a lookup table.

For example, in SHA-1 the hashing algorithm that git uses

```
echo "password" | git hash-object --stdin
```

```
f3097ab13082b70f67202aab7dd9d1b35b7ceac2
```

### 11.3. Hashing in Git

In git we hash both the content directly to store it in the database (.git) directory and the commit information.

Recall, when we were working in our toy repo we created an empty repository and then added content directly, we all got the same hash, but when we used git commit our commits had different hashes because we have different names and made the commits at different seconds. We also saw that two entries were created in the `.git` directory for the commit.

Git was originally designed to use SHA-1.

Then the [SHA-1 collision attack](#) was discovered

Git switched to hardened SHA-1 in response to a collision.

In that case it adjusts the SHA-1 computation to result in a safe hash. This means that it will compute the regular SHA-1 hash for files without a collision attack, but produce a special hash for files with a collision attack, where both files will

have a different unpredictable hash. [from](#).

[they will change again soon](#)

git uses the SHA hash primarily for uniqueness, not privacy

It does provide some *security* assurances, because we can check the content against the hash to make sure it is what it matches.

This is a Secure Hashing Algorithm that is derived from cryptography. Because it is secure, no set of mathematical options can directly decrypt an SHA-1 hash. It is designed so that any possible content that we put in it returns a unique key. It uses a combination of bit level operations on the content to produce the unique values.

This means it can produce  $2^{160}$  different hashes. Which makes the probability of a collision very low.

The number of randomly hashed objects needed to ensure a 50% probability of a single collision is about  $2^{80}$  (the formula for determining collision probability is  $p = n(n-1)/2 * (1/2^{160})$ ). This is  $1.2 \times 10^{24}$  or 1 million billion billion. That's 1,200 times the number of grains of sand on the earth.

—[A SHORT NOTE ABOUT SHA-1 in the Git Documentation](#)

### 11.3.1. Working with git hashes

#### ! Important

We had discussed this bit before, while answering other questions, so I skipped it today, but added it here for completeness.

Mostly, a shorter version of the commit is sufficient to be unique, so we can use those to refer to commits by just a few characters:

- minimum 4
- must be unique

by using some options on `git log` to make it easier to read a set of them

```
git log --abbrev-commit --pretty=oneline
```

```
e8ab736 (HEAD -> organization) add more stuff
1e2ab92 (tag: 0.0.1) include readmen content
87c72ae (origin/organization) stop tracking
d2d1fac organized files into foleders and ignore private
a3904a0 Revert "start organizing"
4ceb150 fill in decriotin more
9120d9d start organizing
f17e276 explain files
72b85c7 add a note
991ee65 (origin/main, origin/HEAD, main) Merge pull request #5 from compsys-progtools/organizing_ac
1ee9c9f (origin/organizing_ac) add files for organizing activity
0c12714 (my_branch_checkedoutb, my_branch) Merge pull request #4 from compsys-progtools/1-create-a-readme
c7375fa (origin/1-create-a-readme, 1-create-a-readme) create readme closes #1
0e7c990 start about file closes #3
0373342 Initial commit
```

For most project 7 characters is enough and by default, git will give you 7 digits if you use `--abbrev-commit` and git will automatically use more if needed.

## 11.4. How are hashes computed?

Hashes are computed on the binary representation of the data, most treat that as numbers and then perform mathematical operations.

[you can see the psuedocode to SHA-1](#)

### ! Important

this is an example we skipped in class, but I wanted to give some more info

we'll work a small example, Python can convert characters to ints:

```
ord('s')
```

```
115
```

and ints to binary

```
bin(ord('s'))
```

```
'0b1110011'
```

with some extra at the start, so if we just want the binary string

```
str(bin(ord('s')))[2:]
```

```
'1110011'
```

We can use this to make a function that performs an xor based hash.

```
def xor_hash(message,n):
    """
    a simple hashing algorithm based on xor that can take a message of
    any length and return a version of it with a specific bit length n
    """
    bitstring = ''.join([str(bin(ord(c)))[2:] for c in message])

    # zero pad to make it a multiple of n
    extra = len(bitstring)%n
    num_pad = (n-extra)*int(extra >0)
    padded_bitstring = bitstring + num_pad*'0'

    # split into length n chunks
    split_bitstring = [padded_bitstring[i:i+n] for i in range(0, len(padded_bitstring), n)]

    # now make them back to integers so we can xor
    bin_int_strings = [int("0b" + bits,2) for bits in split_bitstring]

    # now xor
    out_hash_int = 0
    for n_int in bin_int_strings:
        out_hash_int = out_hash_int^n_int

    # we would need to left zero pad the binary to keep it correct
    bin_str = str(bin(out_hash_int))[2:]
    extra_out = len(bin_str)%n
    num_pad_out = (n-extra_out)*int(extra_out >0)
    padded_out = num_pad_out*'0' + bin_str
    return padded_out
```

You can see this visualized on [python tutor](#)

We can test that we get something the right length

```
xor_hash('hello',8)
```

```
'000001101'
```

for different lengths of input

```
xor_hash('it is almost break',8)
```

```
'00110000'
```

This is a sort of meta function, so we could make simpler, more specific functions for each length or we can use it with different ones to see

```
xor_hash('it is almost break',13)
```

```
'0010111001001'
```

This is not cryptographic though because similar inputs have correlated outputs.

## 11.5. How do we get to the alphanumeric hashes we see?

Let's build this up with some review

### 11.5.1. What is a Number ?

a mathematical object used to count, measure and label

## 11.6. What is a number system?

While numbers represent **quantities** that conceptually, exist all over, the numbers themselves are a cultural artifact. For example, we all have a way to represent a single item, but that can look very different.

for example I could express the value of a single item in different ways:

- 1
- |

### 11.6.1. Hindu Arabic Number system

In modern, western cultures, our number system is called the hindu-arabic system, it consists of a set of **numerals**: 0,1,2,3,4,5,6,7,8,9 and is a **place based** system with **base 10**.

#### 11.6.1.1. Where does the name come from?

- invented by Hindu mathematicians in India 600 or earlier
- called "Arabic" numerals in the West because Arab merchants introduced them to Europeans
- slow adoption

#### 11.6.1.2. Numerals

are the visual characters used to represent quantities

#### 11.6.1.3. Place based

We use a **place based** system. That means that the position or place of the symbol changes its meaning. So 1, 10, and 100 are all different values. This system is also a decimal system, or base 10. So we refer to the places and the ones ( $10^0$ ), the tens ( $10^1$ ), the hundreds( $10^2$ ), etc for all powers of 10.

Number systems can use different characters, use different strategies for representing larger quantities, or both.

Not all systems are place based, for example Roman numerals.

## 11.6.2. Roman Numerals

is a number system that uses different numerals and is not a place based system

There are symbols for specific values: I=1, V=5, X=10, L =50, C = 100, D=500, M = 1000.

In this system the subsequent symbols are either added or subtracted, with no (nonidentity) multipliers based on position.

Instead if the symbol to right is the same or smaller, add the two together, if the left symbol is smaller, subtract it from the one on the right.

For example

roman numerals	translation	value (hindu-arabic)
III	1+1+1	3
IV	-1 + 5	4
VI	5 +1	4
XLIX	-10 + 50 -1 + 10	49

## 11.7. Comparing Bases

### 11.7.1. Decimal

To represent larger numbers than we have digits on we have a base (10) and then.

$$10 = 10 * 1 + 1 * 0$$

$$22 = 10 * 2 + 1 * 2$$

we have the ones ( $10^0$ ) place, tens ( $10^1$ ) place, hundreds ( $10^2$ ) place etc.

### 11.7.2. Binary

Binary is any base two system, and it can be represented using any two distinct numerals.

Binary number systems have origins in ancient cultures:

- Egypt (fractions) 1200 BC
- China 9th century BC
- India 2nd century BC

In computer science we use binary because mechanical computers began using relays (open/closed) to implement logical (boolean; based on true/false, also binary) operations and then digital computers use on and off in their circuits.

We typically represent binary using the same hindu-arabic symbols that we use for other numbers, but only the 0 and 1(the first two). We also keep it as a place-based number system so the places are the ones( $2^0$ ), twos ( $2^1$ ), fours ( $2^2$ ), eights ( $2^3$ ), etc for all powers of 2.

so in binary, the number of characters in the word **binary** is **110**.

$$10 \Rightarrow 1 * 2^1 + 0 * 2^0 = 1 * 2 + 0 * 1 = 2$$

so 10 in binary is 2 in decimal

### 11.7.3. Octal

Is base 8.

We use hindu-arabic symbols, 0,1,2,3,4,5,6,7 (the first eight). Then nine is represented as 11.

In computer science, this numbering system was popular in 6 bit and 12 bit computers, but is has origins before that.

Native Americans using the Yuki Language (based in what is now California)[used an octal system because they count using the spaces between fingers](#) and speakers of the [Pamean languages in Mexico](#) count on knuckles in a closed fist. Europeans debated using decimal vs octal in the 1600-1800s for various reasons because 8 is better for math mostly. It is also found in Chinese texts dating to 1000BC.

Some examples:

- $10 \rightarrow 1 * 8^1 + 0 * 8^0 = 1 * 8 + 0 * 1 = 8$
- $401 \rightarrow 4 * 8^2 + 0 * 8^1 + 1 * 8^0 = 4 * 64 + 1 * 0 = 257$

In computer science we use octal a lot because it reduces every 3 bits of a number in binary to a single character. So for a large number, in binary say **101110001100** we can change to **5614** which is easier to read, for a person.

**101110001100** → **101 110 001 100** → **5614**

### 11.7.4. Hexadecimal

base 16, common in CS because its 4 bits. we use 0,1,2,3,4,5,6,7,8,9,A,B,C,D,E,F.

This is commonly used for representing colors

Color Picker: 

Some examples:

$$A4 \rightarrow (9 + 1) * 16^1 + 4 * 16^0 = 10 * 16 + 4 * 1 = 164$$

$$E40 \rightarrow 14 * 16^2 + 4 * 16^1 + 0 * 16^0 = 14 * 256 + 4 * 16 + 0 * 1 = 3648$$

This is how the git hash is 160 bits, or 20 bytes (one byte is 8 bits) but we represent it as 40 characters.  $160/4=40$ .

python

```
Python 3.12.4 (v3.12.4:8e8a4baf65, Jun  6 2024, 17:33:18) [Clang 13.0.0 (clang-1300.0.29.30)] on darwin
Type "help", "copyright", "credits" or "license" for more information.
>>> len('f3097ab13082b70f67202aab7dd9d1b35b7ceac2')
40
>>> exit()
```

## 11.8. Prepare for Next Class

1. (before lab on Tuesday ideally) start commenting/expressing interest on build/explore ideas.
  - [build template](#)
  - [explore instructions](#)
2. Create a file [gitcommandsbreakdown.md](#) and for each command in the template below break down what steps it must do based on what we have learned so far about git objects. I started the first one as an example. Next class, we will make a commit using plumbing commands, so thinking about what you already know about commits will prepare you to learn this material.

```
# What git commands do

## `git status`

- check the branch of the HEAD pointer
- compare the HEAD pointer to the FETCH_HEAD, if different trace back through parent commits to find out
- compare the snapshot at the HEAD pointer's commit to the current working directory
- if staging is not empty, compare that to the working directory

## `git commit`

- 

## `git add`
```

## 11.9. Badges

[Review](#) [Practice](#)

1. Analyze the xor hashing algorithm in the notes to determine which properties of a cryptographic hash are/not met.  
Include your analysis in xorhash.md
2. find 2 more real world examples of using other number systems (either different bases or different symbols and bases) **not mentioned in class** that are currently used. Describe the number system and its usage in numbers.md. Include

- links to your sources and be sure that the sources are trustworthy.
3. Calculate the maximum number of git objects that a repo can have without requiring you to use more than the minimum number of characters to refer to any object and include that number in gitcounts.md with a title [# Git counts](#). How many files would have to exist to reach that number of objects assuming every file was edited in each of two commits? *If you get stuck, outline what you know and then request a review.*

## 11.10. Experience Report Evidence

## 11.11. Questions After Today's Class

### 11.11.1. Questions that are good explore badge topics:

- How will quantum computing affect cryptography?

### 11.11.2. How can hashes be used in programming tasks?

often for storing or for encrypting.

### 11.11.3. Is hashing used in creating IP Addresses?

Not in the addressing, but the content that is sent is sometimes hashed.

### 11.11.4. How do you convert Roman numerals into their corresponding decimal values?

take what each symbol represents and add or subtract based on their order. the notes should be more clear than in class was.

## 12. How does git make a commit?

Today we will dig into how git really works. This will be a deep dive and provide a lot of details about how git creates a commit. It will reinforce important **concepts**, which is of practical use when fixing things give you some ideas about how you might fix things when things go wrong.

Later, we will build on this more on the practical side, but these **concepts** are very important for making sense of the more practical aspects of fixing things in git.

This deep dive in git is to help you build a correct, flexible understanding of git so that you can use it independently and efficiently. The plumbing commands do not need to be a part of your daily use of git, but they are the way that we can dig in and see what *actually* happens when git creates a commit.

**this is also to serve as an example method you could apply in understanding another complex system**

Inspecting a system's components is a really good way to understand it and correctly understanding it will impact your ability to ask good questions and even look up the right thing to do when you need to fix things.

Also, looking at the parts of git is a good way to reinforce specific design patterns that are common in CS in a practical way. This means that today we will also:

- review and practice with the bash commands we have seen so far
- see a practical example of hashing
- reinforce through examples what a pointer does

Navigate to your folder for class

```
ls
```

```
fall124-brownsarahm      tiny-book  
gh-inclass-brownsarahm
```

it should have your other repos

and, *not* be a git repo, we can confirm with:

```
git status
```

```
fatal: not a git repository (or any of the parent directories): .git
```

In contrast, if we are in a repo

```
cd fall124-brownsarahm/
```

```
git status
```

```
On branch main  
Your branch is up to date with 'origin/main'.  
  
nothing to commit, working tree clean
```

the command works

If yours worked, go up one level to be out of a repo:

```
cd ../
```

```
git status
```

```
fatal: not a git repository (or any of the parent directories): .git
```

### ! Important

Today there were a lot of prismia comprehension check questions.

If you struggled with them, you should be sure to check that you now understand the correct answer

## 12.1. Creating a repo from scratch

We can create an empty repo from scratch using `git init <path>`

Last time we used an existing directory like `git init .` because we were working in the directory that already existed

Today we will create a new directory called `test` and initialize it as a repo at the same time:

```
git init test
```

```
hint: Using 'master' as the name for the initial branch. This default branch name  
hint: is subject to change. To configure the initial branch name to use in all  
hint: of your new repositories, which will suppress this warning, call:  
hint:  
hint:   git config --global init.defaultBranch <name>  
hint:  
hint: Names commonly chosen instead of 'master' are 'main', 'trunk' and  
hint: 'development'. The just-created branch can be renamed via this command:  
hint:  
hint:   git branch -m <name>  
Initialized empty Git repository in /Users/brownsarahm/Documents/inclass/systems/test/.git/
```

[I get this message again, see context from previous class](#)

We can see what it did by first looking at the working directory

```
ls
```

```
fall124-brownsarahm      test  
gh-inclass-brownsarahm  tiny-book
```

it made a new folder named as we said

and we can go into that directory

```
cd test/
```

it is empty as expected:

```
ls
```

and then rename the branch

```
git branch -m main
```

To clarify we will look at the status

```
git status
```

Notice that there are no commits, and no origin.

```
On branch main  
No commits yet  
nothing to commit (create/copy files and use "git add" to track)
```

there are no remotes at all

```
git remote
```

we do have the .git hidden directory though

```
ls -a
```

```
. .. .git
```

```
ls .git/
```

HEAD	description	info	refs
config	hooks	objects	

Notice that there are no commits, and no origin.

```
ls ../gh-inclass-brownsarahm/.git
```

COMMIT_EDITMSG	REBASE_HEAD	index	packed-refs
FETCH_HEAD	config	info	refs
HEAD	description	logs	
ORIG_HEAD	hooks	objects	

in my inclass repo I have other files because as we do various git operations, we create other files for example the

`COMMIT_EDITMSG` is the file that opens in vim when we forget the `-m` option

## 12.2. Searching the file system

We can use the bash command `find` to search the file system note that this does not search the **contents** of the files, just the names.

```
find .git/objects/
```

```
.git/objects/  
.git/objects//pack  
.git/objects//info
```

we have a few items in that directory and the directory itself.

We can limit by type, to only files with the `-type` option set to `f`

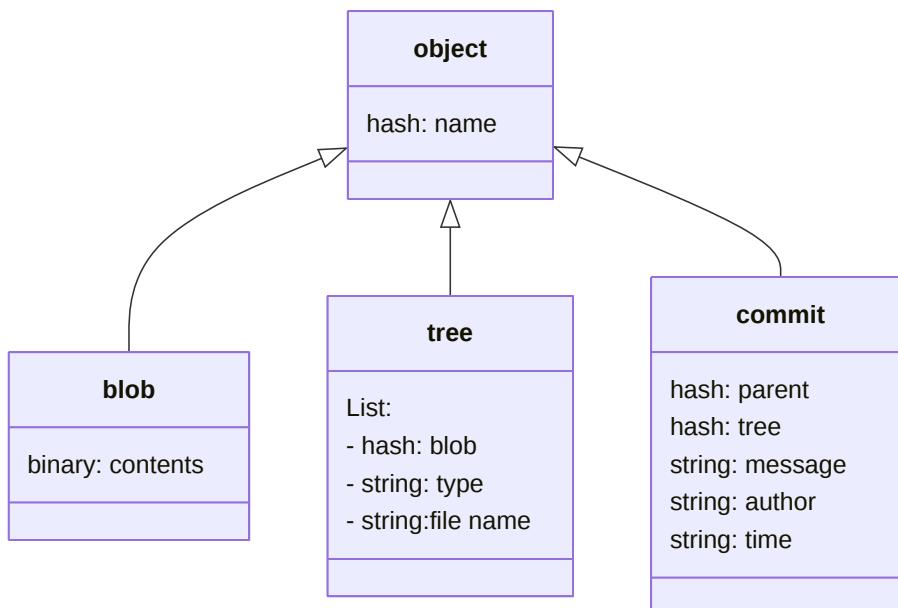
```
find .git/objects/ -type f
```

And we have no results. We have no objects yet. Because this is an empty repo

## 12.3. Git Objects

Remember our 3 types of objects

- blob objects: the content of your files (data)
- tree objects: stores file names and groups files together (organization)
- Commit Objects: stores information about the sha values of the snapshots



### 12.3.1. How to create an object

All git objects are files stored with the name that is the hash of the content in the file

Remember git is a content-addressable file system... so it uses key-value pairs.

Let's create our first git object. git uses hashes as the key. We give the hashing function some content, it applies the algorithm and returns us the hash as the reference to that object. We can also write to our .git directory with this.

The `git hash-object` command works on files, but we do not have any files yet. We can create a file, but we do not have to. Remememr, **everything** is a file.

When we use things like `echo` it writes to the stdout file.

```
echo "test content"
```

```
test content
```

which shows on our terminal. We can us a pipe to connect the stdout of on command to the stdin of the next.

```
echo "test content" | git hash-object --stdin
```

We can break down this command:

- git hash-object would take the content you handed to it and merely return the unique key
- `--stdin` option tells git hash-object to get the content to be processed from stdin instead of a file
- the `|` is called a pipe (what we saw before was a redirect) it pipes a process output into the next command
- `echo` would write to stdout, with the pip it passes that to std in of the `git-hash`

we get back the hash:

```
d670460b4b4aece5915caf5c68d12f560a9fe3e4
```

#### ⚠ Warning

if you have an odd number of quotes `"` or `'` or more open brackets `([` than corresponding close brackets `])` bash will wait fo you to finish. Whenever your regular prompt is replaced by `>` it is waiting for you to finish the current command.

and then it runs once we close with `"`

```
kjsjslf  
sdf  
jjsdkf
```

Now let's run it again with a slight modification. `-w` option tells the command to also write that object to the database

```
echo "test content" | git hash-object -w --stdin
```

```
d670460b4b4aece5915caf5c68d12f560a9fe3e4
```

and we can check if it wrote to the repository.

```
find .git/objects/ -type f
```

```
.git/objects//d6/70460b4b4aece5915caf5c68d12f560a9fe3e4
```

and we see a file that it was supposed to have!

We do not have any files or commits though still.

```
git status
```

```
On branch main
```

```
No commits yet
```

```
nothing to commit (create/copy files and use "git add" to track)
```

```
ls
```

### 12.3.2. Viewing git objects

We can try with `cat`

```
cat .git/objects/d6/70460b4b4aece5915caf5c68d12f560a9fe3e4
```

```
xK??OR04f(I-.QH??+I?+?K?
```

This is binary output that we cannot understand. Fortunately, git provides a utility. We can use `cat-file` to use the object by referencing at least 4 characters that are unique from the full hash, not the file name. (`7046` will not work, but `d670` will)

`cat-file` requires an option `-p` is for pretty print

```
git cat-file -p d670
```

```
test content
```

where we see the content we put in to the hashing function

and `-t` is for type

```
git cat-file -t d670
```

```
blob
```

### 💡 Hint

You can always use the `--help` on any `git` command to learn more about its options

These options cannot be stacked

```
git cat-file -pt d670
```

```
error: options '-t' and '-p' cannot be used together
```

the developers did not implement it to work, but it also does not really make sense to output both of them, because they each provide a different type of content. Using both asks for 2 different types of content which would then not be usable in a basic pipe so it would be bad design in terms of the unix philosophy to do that.

### 12.3.3. Hashing a file

let's create a file

```
echo "version 1" > test.txt
```

first we will check in with git:

```
git status
```

```
On branch main
```

```
No commits yet
```

```
Untracked files:  
(use "git add <file>..." to include in what will be committed)  
test.txt
```

```
nothing added to commit but untracked files present (use "git add" to track)
```

it can see the file, but it is untracked.

and now, we store it, by hashing it

```
git hash-object -w test.txt
```

```
83baae61804e65cc73a7201a7252750c76066a30
```

this returns the hash, this is still a hash that is the same for all of us.

and again with git status

```
git status
```

```
On branch main
```

```
No commits yet
```

```
Untracked files:
```

```
(use "git add <file>..." to include in what will be committed)
```

```
test.txt
```

```
nothing added to commit but untracked files present (use "git add" to track)
```

still untracked

but the file does exist in the git objects:

```
find .git/objects/ -type f
```

```
.git/objects//d6/70460b4b4aece5915caf5c68d12f560a9fe3e4  
.git/objects//83/baae61804e65cc73a7201a7252750c76066a30
```

we can check the type of this new object:

```
git cat-file -t 83baa
```

```
blob
```

also a blob

```
git cat-file -p 83baa
```

```
version 1
```

Now this is the status of our repo.

d67046	83baae
+ "test content"	+ Version 1
+(blob)	+ (blob)

Notice, however, that we only have one file in the working directory.

```
ls
```

```
test.txt
```

it is the one test.txt, the first blob we made had no file in the working directory associated to it.

the workign directory and the git repo are not strictly the same thing, and can be different like this. Mostly they will stay in closer relationship that we currently have unless we use plumbing commands, but it is good to build a solid understanding of how the `.git` directory relates to your working directory.

So far, even though we have hashed the object, git still thinks the file is untracked, because it is not in the tree and there are no commits that point to that part of the tree.

## 12.4. Updating the Index

Now, we can add our file as it is to the index.

```
git update-index --add --cacheinfo 100644 \
> 83baae61804e65cc73a7201a7252750c76066a30
```

```
error: option 'cacheinfo' expects <mode>, <sha1>, <path>
```

- the `\` lets us wrap onto a second line, the `>` above is the new prompt for the second line
- this the plumbing command `git update-index` updates (or in this case creates an index, the staging area of our repository)
- the `--add` option is because the file doesn't yet exist in our staging area (we don't even have a staging area set up yet)
- `--cacheinfo` because the file we're adding isn't in your directory but is in the database.
- in this case, we're specifying a mode of 100644, which means it's a normal file.
- then the hash object we want to add to the index (the content) in our case, we want the hash of the first version of the file, not the most recent one.
- finally the file name of that content

I forgot the file name above, so I used my up arrow key to get the command back:

```
git update-index --add --cacheinfo 100644 83baae61804e65cc73a7201a7252750c76066a30 test.txt
```

note that the `\` I originally typed and the `>` from the prompt are not there.

this command had no output, so let check git status.

Again, we check in with status

```
git status
```

```
On branch main  
No commits yet  
Changes to be committed:  
(use "git rm --cached <file>..." to unstage)  
  new file: test.txt
```

We have the files staged as expected

Now the file is staged.

Let's edit it further.

```
echo "version 2" >> test.txt
```

We can look at the content to ensure it as expected

```
cat test.txt
```

```
version 1  
version 2
```

So the file has two lines

Now check status again.

```
git status
```

```
On branch main  
No commits yet  
Changes to be committed:  
(use "git rm --cached <file>..." to unstage)  
  new file: test.txt  
  
Changes not staged for commit:  
(use "git add <file>..." to update what will be committed)  
(use "git restore <file>..." to discard changes in working directory)  
  modified: test.txt
```

We added the first version of the file to the staging area, so that version is ready to commit but we have changed the version in our working directory relative to the version from the hash object that we put in the staging area so we also have changes not staged.

we can see we do not yet have a new object for the new version of the file

```
find .git/objects/ -type f
```

```
.git/objects//d6/70460b4b4aece5915caf5c68d12f560a9fe3e4  
.git/objects//83/baae61804e65cc73a7201a7252750c76066a30
```

We can hash and store this version too.

```
git hash-object -w test.txt
```

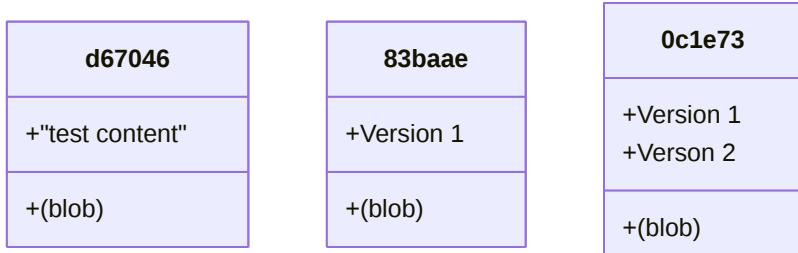
```
0c1e7391ca4e59584f8b773ecdbbb9467eba1547
```

We can then look again at our list of objects.

```
find .git/objects/ -type f
```

```
.git/objects//0c/1e7391ca4e59584f8b773ecdbbb9467eba1547  
.git/objects//d6/70460b4b4aece5915caf5c68d12f560a9fe3e4  
.git/objects//83/baae61804e65cc73a7201a7252750c76066a30
```

our new object is there with the first two



So now our repo has 3 items, all blobs

```
git status
```

```
On branch main  
No commits yet  
  
Changes to be committed:  
(use "git rm --cached <file>..." to unstage)  
  new file: test.txt  
  
Changes not staged for commit:  
(use "git add <file>..." to update what will be committed)  
(use "git restore <file>..." to discard changes in working directory)  
  modified: test.txt
```

hashing the object does not impact the index, which is what git status uses

### 12.4.1. Preparing to Commit

When we work with porcelain commands, we use add then commit. We have staged the file, which we know is what happens when we add. What else has to happen to make a commit.

We know that commits are comprised of:

- a message
- author and times stamp info
- a pointer to a tree
- a pointer to the parent (except the first commit)

We do not have any of these items yet.

Let's make a tree next.

Now we can write a tree from the index,

```
git write-tree
```

```
d8329fc1cc938780ffdd9f94e0d364e0ea74f579
```

and we get a hash

Lets examine the tree, first check the type

```
git cat-file -t d832
```

```
tree
```

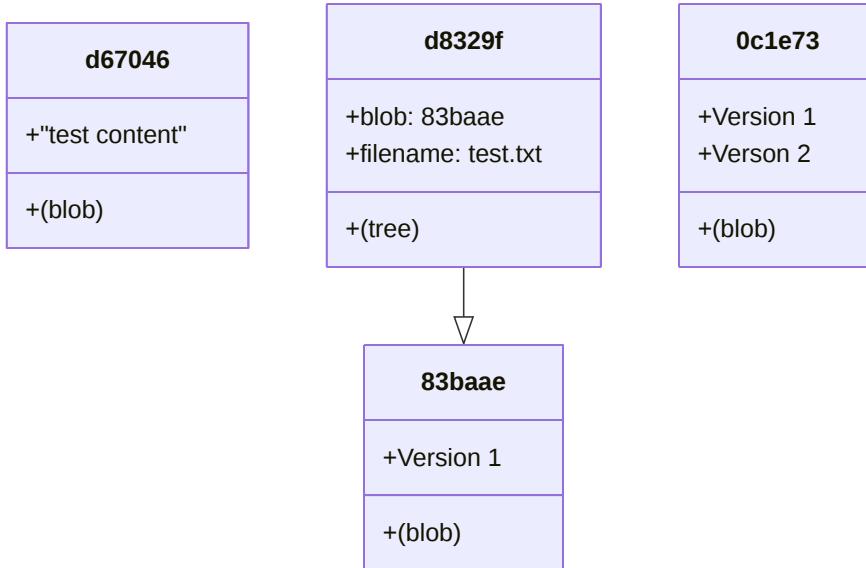
it is as expected

and now we can look at its contents

```
git cat-file -p d832
```

```
100644 blob 83baae61804e65cc73a7201a7252750c76066a30 test.txt
```

Now this is the status of our repo:



two blobs that are unlinked to anything and one blob that is included in a tree

Again, we will check in with git via `git status`

```
git status
```

```
On branch main
No commits yet
Changes to be committed:
  (use "git rm --cached <file>..." to unstage)
    new file:  test.txt

Changes not staged for commit:
  (use "git add <file>..." to update what will be committed)
  (use "git restore <file>..." to discard changes in working directory)
    modified:  test.txt
```

Nothing has changed, making the tree does not yet make the commit

This only keeps track of the objects, there are also still the HEAD that we have not dealt with and the index.

## 12.4.2. Creating a commit manually

We can echo a commit message through a pipe into the commit-tree plumbing function to commit a particular hashed object.

the `git commit-tree` command requires a message via stdin and the tree hash. We will use stdin and a pipe for the message

```
echo "first commit" | git commit-tree d832
```

```
097898b3f2a5a10f2adb96931da78666ff858002
```

and we get back a hash. But notice that this hash is unique for each of us. Because the commit has information about the time stamp and our user.

we can look at this object too:

```
git cat-file -p 0978
```

```
tree d8329fc1cc938780ffdd9f94e0d364e0ea74f579
author Sarah M Brown <brownsarahm@uri.edu> 1729186238 -0400
committer Sarah M Brown <brownsarahm@uri.edu> 1729186238 -0400

first commit
```

The above hash is the one I got during class, but I did this previously I had a different hash

(`d450567fec96cbd8dd514313db9bcb96ad7664b0`) even though I have the same name and e-mail because the time changed.

We can also look at its type

```
git cat-file -t 0978
```

```
commit
```

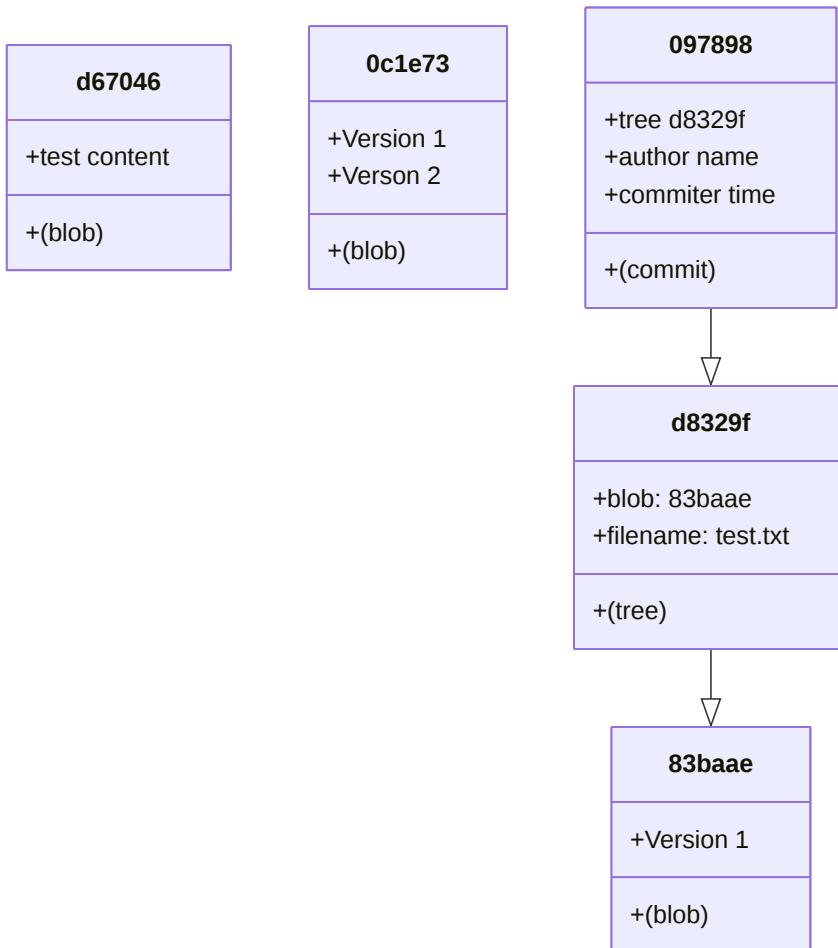
Now we check the final list of objects that we have for today

```
find .git/objects/ -type f
```

```
.git/objects//0c/1e7391ca4e59584f8b773ecdbbb9467eba1547
.git/objects//d6/70460b4b4aece5915caf5c68d12f560a9fe3e4
.git/objects//d8/329fc1cc938780ffdd9f94e0d364e0ea74f579
.git/objects//09/7898b3f2a5a10f2adb96931da78666ff858002
.git/objects//83/baae61804e65cc73a7201a7252750c76066a30
```

You should also have 5 objects like me, 3 blobs, one tree, one commit. Four of your objects (blobs & tree) will have the same hash, but your commit will have a different hash. I highlighted my commit, that is the one that you should **not** have.

Visually, this is what our repo looks like:



## 12.5. What does git status do?

*compares the working directory to the current state of the active branch*

- we can see the working directory with: `ls`
- we can see the active branch in the `HEAD` file
- what is its status?

git status

```

On branch main
No commits yet
Changes to be committed:
  (use "git rm --cached <file>..." to unstage)
    new file:  test.txt

Changes not staged for commit:
  (use "git add <file>..." to update what will be committed)
  (use "git restore <file>..." to discard changes in working directory)
    modified:  test.txt

```

we see it is “on main” this is because we set the branch to main , but since we have not written there, we have to do it directly. Notice that when we use the porcelain command for commit, it does this automatically; the porcelain commands do many things.

Notice, git says we have no commits yet even though we have written a commit.

In our case because we made the commit manually, we did not update the branch.

This is because the main branch does not *point* to any commit.

We can check that a commit type object exists

```
git cat-file -t 0978
```

```
commit
```

We can verify by looking at the `HEAD` file

```
cat .git/HEAD
```

```
ref: refs/heads/main
```

and then viewing that file

```
cat .git/refs/heads/main
```

```
cat: .git/refs/heads/main: No such file or directory
```

which does not even exist!

we can also look at the folder where branch pointer files typically live

```
ls .git/refs/heads/
```

nothing exists there yet!

## 12.6. Git References

We can make that file manually

```
echo 097898b3f2a5a10f2adb96931da78666ff858002> .git/refs/heads/main
```

### ! Important

This file needs to have the **full** hash, not only a few digits.

and back to git status

```
git status
```

```
On branch main
Changes not staged for commit:
  (use "git add <file>..." to update what will be committed)
  (use "git restore <file>..." to discard changes in working directory)
    modified:   test.txt

no changes added to commit (use "git add" and/or "git commit -a")
```

now it is as we expect!

## 12.7. Prepare for Next Class

2. Review the GitHub Action [files in your KWL repo](#) and make note of what if any syntax in there is unfamiliar. (note that link will not work on the rendered website, but will work on badge issues)
3. Use quote reply or edit to see how I made a relative path to a location within the repo in this issue. (to see another application of paths)
4. Check out the [github action marketplace](#) to see other actions that are available and try to get a casual level of understanding of the *types* of things that people use actions for.

## 12.8. Badges

Review

Practice

1. Make a table in `gitplumbingreview.md` in your KWL repo that relates the two types of git commands we have seen: plumbing and porcelain. The table should have two columns, one for each type of command (plumbing and porcelain). Each row should have one git porcelain command and at least one of the corresponding git plumbing command(s). Include two rows: `add` and `commit`.

## 12.9. Experience Report Evidence

```
.git/objects//0c/1e7391ca4e59584f8b773ecdbbb9467eba1547
.git/objects//d6/70460b4b4aece5915caf5c68d12f560a9fe3e4
.git/objects//d8/329fc1cc938780ffd9f94e0d364e0ea74f579
.git/objects//09/7898b3f2a5a10f2adb96931da78666ff858002
.git/objects//83/baae61804e65cc73a7201a7252750c76066a30
```

### ! Important

You need to have a test repo that matches this for Lab next week

Generate your evidence with the following in your test repo

```
find .git/objects/ -type f > testobj.md
```

then append the contents of your commit object to that file.

Move the `testobj.md` to your kwl repo in the experiences folder.

## 12.10. Questions After Today's Class

### 12.10.1. How can certain parts of commits be accessed and pulled for use?

We saw that we can look at the output of the `git cat-file` command.

```
git cat-file -p 0978
```

This tells us the tree (which would tell us the blobs) and any future commits would have a parent too. Let's focus on the tree and try to extract it.

```
tree d8329fc1cc938780ffdd9f94e0d364e0ea74f579
author Sarah M Brown <brownsarahm@uri.edu> 1729186238 -0400
committer Sarah M Brown <brownsarahm@uri.edu> 1729186238 -0400

first commit
```

We can pipe this output into another command to take a subset of it.

This could be a custom written tool (see python click library for example) or you can use `sed` with a regex like expression. This is a really detailed task that is a good use of a generative AI tool. I knew *what* I wanted to do, but could not remember if it was `sed` or `awk` that was the right tool and the regex syntax is not something I use enough to retain. So I asked an LLM "sed or awk to extract the parent of a commit from the git cat-file output" and it gave me:

```
git cat-file -p 0978 | sed -n 's/^tree \(.*\)\/\1/p'
```

which I ran to confirm that it worked

```
d8329fc1cc938780ffdd9f94e0d364e0ea74f579
```

### 12.10.2. how to remove objects after running git commit -tree?

they are files you can delete them with `rm`

### 12.10.3. Different between tree and blob?

blobs contain the *content* of the file, a tree contains a *listing* of the files in a snapshot (or single folder within a snapshot) that associates the blob objects to their file names.

### 12.10.4. Because of the nature of how git works off of files, if I were to change the ref head for a branch to point to main's current pointer- would it then contain the same contents?

Yes the branch is just a pointer to a particular commit, as PR compares the branches by showing the changes to the files between the snapshots at those two commits.

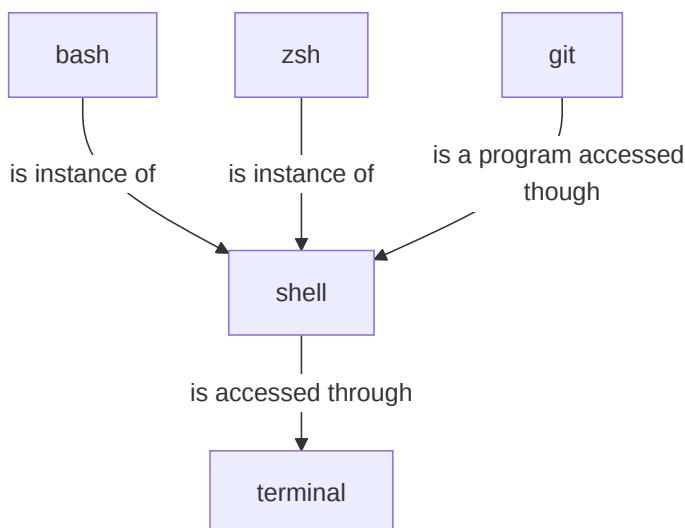
## 13. How can I automate things with bash?

So far we have used bash commands to navigate our file system as a way to learn about the file system itself. To do this we used commands like:

- mv
- cd
- pwd
- ls
- find
- rm

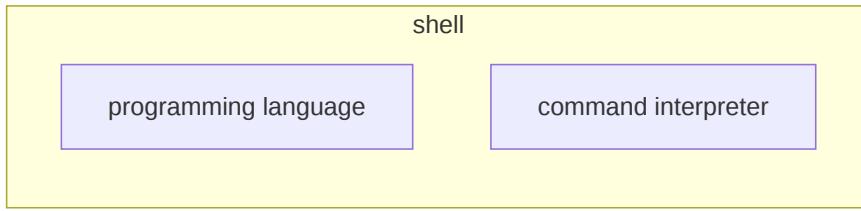
*do you remember what each of those does?, no need to respond, just think through it for yourself*

Bash is a unix shell for the GNU operating system and it has been adopted in other contexts as well. It is the default shell on Ubuntu linux as well for example (and many others). This is why we teach it.



A Unix shell is both a command interpreter and a programming language. As a command interpreter, the shell provides the user interface to the rich set of GNU utilities. The programming language features allow these utilities to be combined.

Read the official definition of `bash` and a shell in [the bash manual](#)



## 13.1. Inspecting an example script

Today we will start by inspecting the github action file, first we'll navigate to the folder.

### Community badge

read in and annotate using myst/jupyter tools the file of the action file with the excerpts that show the different parts

```
cd fall24-brownsarahm/
```

```
gh repo view --web
```

Opening [github.com/compsys-progtools/fall24-brownsarahm](https://github.com/compsys-progtools/fall24-brownsarahm) in your browser.

## 13.2. Variables in Bash

From the action files what do you think the syntax for a variable in bash is? Give an example by creating a variable called `MYVAR` with the value `my_val`

We can create variables

```
MY_NAME='sarah'
```

notice that there are **no spaces** around the `=`. spaces in bash separate commands and options, so they cannot be in variable declarations.

and use them with a `$` before the variable name.

```
echo $MY_NAME
```

sarah

This variable is local, in memory, to the current terminal window, so if we open a separate window and try `echo $NAME` it will not work. We can also see that it does not create any file changes.

A common mistake is to put a space around the `=` sign, this is actually considered **good style** in many other languages.

```
MY_VAR = 'sarah'
```

```
-bash: MY_VAR: command not found
```

In bash, however, this creates an error. When there is a space after `MY_VAR`, `bash` tried to interpret `MY_VAR` as a bash command, but then it does not find it, so it gives an error.

```
echo $MY_NAME
```

```
sarah
```

### 13.3. Environment Variables

Environment variables are global.

A common one is the `PATH`

```
echo $PATH
```

```
/Library/Frameworks/Python.framework/Versions/3.12/bin:/usr/local/bin:/System/Cryptexes/App/usr/bin:/usr/
```

The `$` is essential syntax for recalling variables in bash. If we forget it, it treats it as a literal

```
echo PATH
```

```
PATH
```

so we get the variable **name** out instead of the variable **value**

the variables do still work if we chnge our path:

```
cd ../../gh-inclass-brownsarahm/
```

```
echo $MY_NAME
```

```
sarah
```

You can store environment variables to be set each time you start a terminal in your profile.

- On MacOS this file is: `~/.bash_profile`
- on linux it is `~/.baschrc`

```
cat ~/.bash_profile
```

```
drsmb="/Users/brownsarahm/Documents/web/drsmb-co.github.io"  
  
alias pip=python3  
alias python=python3  
  
export PS1="\u@\w \$ "  
  
# Setting PATH for Python 3.12  
# The original version is saved in .bash_profile.pysave  
PATH="/Library/Frameworks/Python.framework/Versions/3.12/bin:${PATH}"  
export PATH
```

A common one you might want to set is:

- `PS1` the primary prompt line. Content you can use is [documented in the gnu docs](#)
- `alias` lets you set another name for a program, for example I use `pip` to call `pip3`

## 13.4. GH Actions as an example of scripts

Check out the [github action marketplace](#) to see other actions that are available and try to get a casual level of understanding of the types of things that people use actions for.

## 13.5. Bash Loops

We can also make loops like

```
for loopvar in list  
do  
# loop body  
echo $loopvar  
done
```

So, for example:

```
for name in Sarah Aiden Jad  
> do  
> echo $name  
> done
```

Notes:

- The `>` is not typed, it is what happens since the interpreter knows that after we write the first line, the command is not complete.
- a list in bash is items with spaces, no brackets here `Sarah Aiden Jad`
- 

```
Sarah
Aiden
Jad
```

and it outputs each name as expected

When we get the command back with the up arrow key, it puts it all on one line, because it was one command. The `;` (semicolon) separates the “lines”

we can change the loop variable to be anything, but good practice is something semantic, unlike the following:

```
for HI in Sarah Aiden Jad; do echo $HI; done
```

```
Sarah
Aiden
Jad
```

and we can add more to the list

```
for HI in Sarah Aiden Jad Jordan Johsua; do echo $HI; done
```

```
Sarah
Aiden
Jad
Jordan
Johsua
```

## 13.6. Nesting commands

Note: bash provides a `date` command that returns the date

```
date
```

```
Tue Oct 22 13:14:32 EDT 2024
```

```
ls
```

<code>CONTRIBUTING.md</code>	<code>README.md</code>	<code>scratch.ipynb</code>	<code>src</code>
<code>LICENSE.md</code>	<code>docs</code>	<code>setup.py</code>	<code>tests</code>

We can run a command to generate the list by putting it inside `$( )` to run that command first. Think kind of like PEMDAS and the `$` in bash is for variables.

```
for file in $(ls)
> do
> echo $file
> done
```

the `$( )` tells bash to run that command first and then hold its output as a variable for use elsewhere

```
CONTRIBUTING.md
LICENSE.md
README.md
docs
scratch.ipynb
setup.py
src
tests
```

## 13.7. Conditionals in bash

We can also do conditional statements

```
if test -f docs
> then
> echo "file"
> fi
```

the key parts of this:

- `test` checks if a file or directory exists
- the `-f` option makes it check if the item is a *file*
- what to do if the condition is met goes after a `then` keyword
- the `fi` (backwards `if`) closes the if statement

this outputs nothing, because `docs` is a folder, but if we change the file it checks:

```
if test -f README.md; then echo "file"; fi
```

```
file
```

We can put the if inside of the loop, but this is getting long so typing it all without errors is hard.

## 13.8. Script files

We can put our script into a file

```
nano filecheck.sh
```

```
cat filecheck.sh
```

```
for file in $(ls)
do
  if test -f $file
  then
    echo $file "is a file"
  fi
done
```

and run it with `bash <filename>`

```
bash filecheck.sh
```

```
CONTRIBUTING.md is a file
LICENSE.md is a file
README.md is a file
filecheck.sh is a file
scratch.ipynb is a file
setup.py is a file
```

the extension can be anything

```
mv filecheck.sh filecheck
```

```
bash filecheck
```

```
CONTRIBUTING.md is a file
LICENSE.md is a file
README.md is a file
filecheck is a file
scratch.ipynb is a file
setup.py is a file
```

and it still works

but the extension is good practice, so we will put it back

```
mv filecheck filecheck.sh
```

## 13.9. **gh** CLI operations

When you are working sometimes it is helpful to be able to manipulate (or create) issues, pull requests or even releases from the command line.

This is how I post announcements. I work on the notes (a markdown file) in vs code and then I use the vscode terminal to commit, push, create a tag, and create a release. I can post the notes and notify you all that they are posted without leaving VScode at all; this makes it much simpler/faster than it would be using Brightspace

We can also search and filter them by piping the output to `grep` which searches the **contents** of a file (including stdin). We previously searched the file **names** with `find`. So `find` searches the paths that exist and `grep` actually reads the contents of the files, it does so faster than many other languages would be.

```
gh issue list -s all
```

```
Showing 3 of 3 issues in compsys-progtools/gh-inclass-brownsarahm that match your search
```

ID	TITLE	LABELS	UPDATED
#3	Create an about file		about 1 month ago
#2	Create a Add a classmate		about 1 month ago
#1	Create a README		about 1 month ago

let's create one more issue

```
gh issue create
```

```
Creating issue in compsys-progtools/gh-inclass-brownsarahm
```

```
? Title question
? Body <Received>
? What's next? Submit
https://github.com/compsys-progtools/gh-inclass-brownsarahm/issues/6
```

no body, title "question"

```
gh issue list -s all
```

```
Showing 4 of 4 issues in compsys-progtools/gh-inclass-brownsarahm that match your search
```

ID	TITLE	LABELS	UPDATED
#6	question		less than a minute ago
#3	Create an about file		about 1 month ago
#2	Create a Add a classmate		about 1 month ago
#1	Create a README		about 1 month ago

`grep` can be used with pattern matching as well

Learning more about `grep` is a good explore badge topic

```
gh issue list -s all | grep "Create"
```

3	CLOSED	Create an about file	2024-09-12T17:21:42Z
2	OPEN	Create a Add a classmate	2024-09-12T17:18:02Z
1	CLOSED	Create a README	2024-09-17T16:50:52Z

We can use `awk` to separate out only the number from the output

```
gh issue list -s all | awk '{print $1}'
```

6
3
2
1

we can also use multiple pipes

```
gh issue list -s all | grep "Create" | awk '{print $1}'
```

3
2
1

and we can put htis in a script

```
for issue in $(gh issue list -s all | grep "Create" | awk '{print $1}')
do
gh issue view $issue >> combined_issues.md
done
```

then run that script:

```
bash combine.sh
```

and loook at the output

```
cat combined_issues.md
```

```

title: Create an about file
state: CLOSED
author: github-actions
labels:
comments:      0
assignees:
projects:
milestone:
number: 3
--
Add a file `about.md` that has your name and expected graduation in it
follow along to close this issue with commit.
title: Create a Add a classmate
state: OPEN
author: github-actions
labels:
comments:      0
assignees:
projects:
milestone:
number: 2
--
owner:
- [ ] give a class mate access to the repo
- [ ] assign this issue to them

classmate:
- [ ] add `classmate.md` with your name and expected graduation on a branch `classmate`
- [ ] open a PR that will close this issue
```
title: Create a README
state: CLOSED
author: github-actions
labels:
comments:      0
assignees:      brownsarahm
projects:
milestone:
number: 1
--
A README on GitHub, is ideally a markdown file, github will render that nicely

### Steps
- [x] Add self as assignee to this issue
- [x] check off another item
- [x] use edit to see how they look in plain text mode, then check this off there

create the file and close this issue with your commit message

contents:
```
# GitHub Practice

Name: <your name here>
```

```

## 13.10. Prepare for Next Class

1. think about what you know about networking
2. make sure you have putty if using windows
3. get the big ideas of hpc, by reading this [IBM intro page](#) and [some hypothetical people](#) who would attend an HPC carpentry workshop. Make a list of key terms as an issue comment

## 13.11. Badges

Review

Practice

1. Update your KWL Chart learned column with what you've learned
2. write a bash script to make it so that `cat`ing the files in your `gh_inclass` repo does not make the prompt move

## 13.12. Experience Report Evidence

### 13.13. Questions After Today's Class

#### 13.13.1. Explore topics from questions

- `zsh` vs `bash`

#### 13.13.2. Where can I find the documentation for all bash syntax?

the [bash manual](#) is the official reference

#### 13.13.3. How do we know when to use \$ in bash when using variables?

Whenever you want to use the value of a variable, not declare it.

#### 13.13.4. How can I look at the bash profile on windows? As the commands for Linux and MacOS didn't work when we looked at `/.bash_profile`.

I think by default it does not rely on one, but you can create one, you should create the file `.bash_profile`

#### 13.13.5. Why do we use the dollar sign (\$) in the command line, instead of other symbols like # or \*?

To the best of my knowledge it is just a syntactical choice that was made by the developers, but trying to find the actual history of this from reputable sources could also be an explore idea

#### 13.13.6. What is the use for `#!/bin/bash` Why is it not needed all the time?

`#!/bin/bash` tells the interpreter which shell to use. Since we ran our file like `bash <filename>` we did not need it.

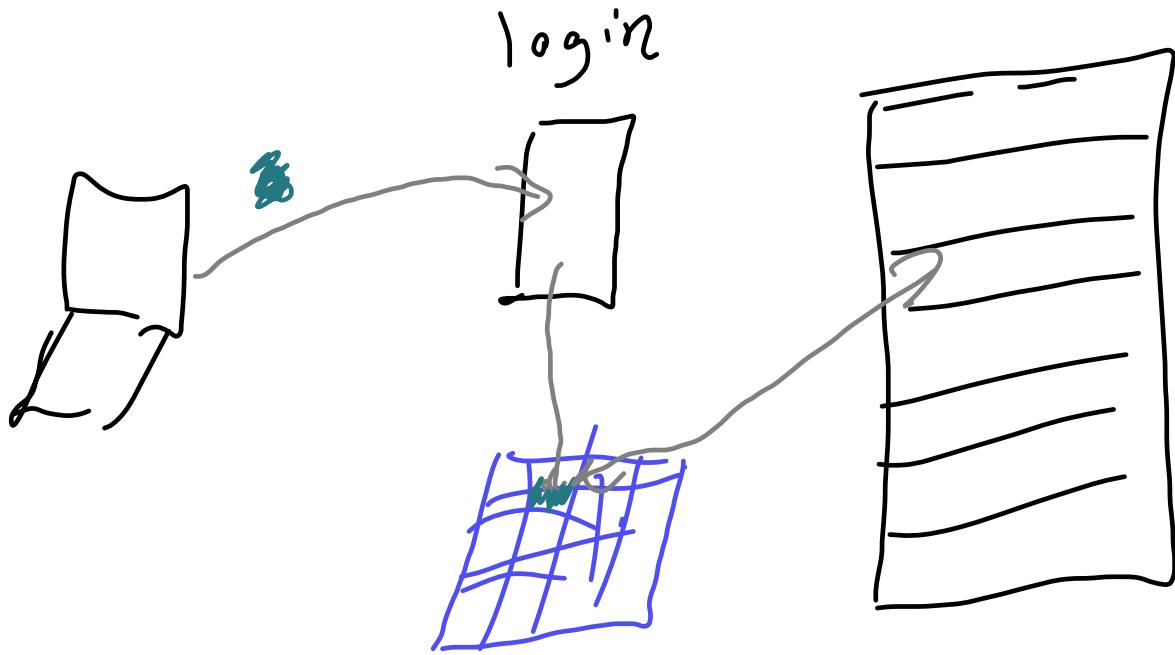
We would need it for running like `./<filename>`

the `#!` is called the shebang. [more in the bash docs](#)

# 14. How can I work on a remote server?

Today we will connect to a remote server and learn new bash commands for working with the *content* of files.

## 14.1. What are remote servers and HPC systems?



## 14.2. Connecting to Seawulf

We connect with secure shell or `ssh` from our terminal (GitBash or Putty on windows) to URI's teaching High Performance Computing (HPC) Cluster [Seawulf](#).

Our login is the part of your uri e-mail address before the @

```
ssh -l brownsarahm seawulf.uri.edu
```

When it logs in it looks like this and requires you to change your password. They configure it with a default and with it past expired. Please note the command `ssh -l`, includes a lowercase "L" not the number 1!

### Note

This block is sort of weird, because it is interactive terminal. I have rendered it all as output, but broken it down to separate chunks to add explanation.

The authenticity of host 'seawulf.uri.edu (131.128.217.210)' can't be established.  
ECDSA key fingerprint is SHA256:RwhTUyjWLqwohXiRw+tYlTiJEbqX2n/drCpkIwQVCro.  
Are you sure you want to continue connecting (yes/no/[fingerprint])? y  
Please type 'yes', 'no' or the fingerprint: yes

Follow the instruction to type **yes**

I will tell you how to find your default password if you missed class (do not want to post it publicly). Comment on your experience report PR to ask for this information.

Warning: Permanently added 'seawulf.uri.edu,131.128.217.210' (ECDSA) to the list of known hosts.  
brownsarahm@seawulf.uri.edu's password:

It does not show characters when you type your password, but it works when you press enter

Then it requires you to change your password

You are required to change your password immediately (root enforced)  
WARNING: Your password has expired.  
You must change your password now and login again!

To change, it asks for you current (default) password first,

### **! Important**

You use the default password when prompted for your username's password. Then again when it asks for the **(current) UNIX password:**. Then you must type the same, new password twice.

**Choose a new password you will remember, we will come back to this server**

Changing password for user brownsarahm.  
Changing password for brownsarahm.  
(current) UNIX password:

then the new one twice

New password:  
Retype new password:  
passwd: all authentication tokens updated successfully.  
Connection to seawulf.uri.edu closed.

after you give it a new password, then it logs you out and you have to log back in.

ssh -l brownsarahm seawulf.uri.edu

When you log in it shows you information about your recent logins.

```
brownsarahm@seawulf.uri.edu's password:  
Last failed login: Thu Oct 24 12:54:33 EDT 2024 from 172.20.105.68 on ssh:notty  
There were 2 failed login attempts since the last successful login.  
Last login: Thu Oct 24 12:48:08 2024 from 172.20.105.68
```

We will first make a new folder

```
mkdir example
```

and go into it

```
cd example/
```

```
ls
```

Notice that the prompt says `uriusername@seawulf` to indicate that you are logged into the server, not working locally.

## 14.3. Downloading files

`wget` allows you to get files from the web.

```
wget http://www.hpc-carpentry.org/hpc-shell/files/bash-lesson.tar.gz
```

Note that this is a reasonably sized download and it finished very quickly. This is because the download happened **on the remote server** not your laptop. The server has a high quality hard-wired connection to the internet that is very fast, unlike the wifi in our classroom.

This is an advantage of using a remote system. If your connection is slow, but stable enough to connect, you can do the work on a different computer that has better connection.

Now we see we have the file.

```
--2024-10-24 12:57:50-- http://www.hpc-carpentry.org/hpc-shell/files/bash-lesson.tar.gz  
Resolving www.hpc-carpentry.org (www.hpc-carpentry.org)... 172.67.146.136, 104.21.33.152  
Connecting to www.hpc-carpentry.org (www.hpc-carpentry.org)|172.67.146.136|:80... connected.  
HTTP request sent, awaiting response... 200 OK  
Length: 12534006 (12M) [application/gzip]  
Saving to: 'bash-lesson.tar.gz'  
  
100%[=====] 12,534,006 --.-K/s in 0.1s  
  
2024-10-24 12:57:51 (95.2 MB/s) - 'bash-lesson.tar.gz' saved [12534006/12534006]
```

```
ls
```

```
bash-lesson.tar.gz
```

## 14.4. Unzipping a file on the command line

This file is compressed.

We can use `man tar` to see the manual aka man file of the `tar` program to learn how it works. You can also read man files [online from GNU](#) where you can choose your format, [this page shows the full version](#).

```
tar -xvf bash-lesson.tar.gz
```

This command uses the `tar` program and:

- `v` makes it verbose (I have cut this output here)
- `x` makes it extract
- `f` option accepts the file name to work on

We can see what it did with `ls`

```
dmel-all-r6.19.gtf
dmel_unique_protein_isotypes_fb_2016_01.tsv
gene_association.fb
SRR307023_1.fastq
SRR307023_2.fastq
SRR307024_1.fastq
SRR307024_2.fastq
SRR307025_1.fastq
SRR307025_2.fastq
SRR307026_1.fastq
SRR307026_2.fastq
SRR307027_1.fastq
SRR307027_2.fastq
SRR307028_1.fastq
SRR307028_2.fastq
SRR307029_1.fastq
SRR307029_2.fastq
SRR307030_1.fastq
SRR307030_2.fastq
```

**Note:** To extract files to a different directory use the option `--directory` `--directory path/to/directory`

## 14.5. Working with large files

We can use a new option on `ls` to see the size of the objects, `-l` shows that information and then `--block-size=M` changes the unit of the size to MB

```
ls -l --blocksize=M
```

```
ls: unrecognized option '--blocksize=M'
Try 'ls --help' for more information.
```

first I had a typo, note that it gave me a tip

```
ls -l --block-size=M
```

```
total 136M
-rw-r--r--. 1 brownsarahm spring2022-csc392 12M Apr 18 2021 bash-lesson.tar.gz
-rw-r--r--. 1 brownsarahm spring2022-csc392 74M Jan 16 2018 dmel-all-r6.19.gtf
-rw-r--r--. 1 brownsarahm spring2022-csc392 1M Jan 25 2016 dmel_unique_protein_isoforms_fb_2016_01.tsv
-rw-r--r--. 1 brownsarahm spring2022-csc392 24M Jan 25 2016 gene_association.fb
-rw-r--r--. 1 brownsarahm spring2022-csc392 2M Jan 25 2016 SRR307023_1.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 2M Jan 25 2016 SRR307023_2.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 2M Jan 25 2016 SRR307024_1.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 2M Jan 25 2016 SRR307024_2.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 2M Jan 25 2016 SRR307025_1.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 2M Jan 25 2016 SRR307025_2.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 2M Jan 25 2016 SRR307026_1.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 2M Jan 25 2016 SRR307026_2.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 2M Jan 25 2016 SRR307027_1.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 2M Jan 25 2016 SRR307027_2.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 2M Jan 25 2016 SRR307028_1.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 2M Jan 25 2016 SRR307028_2.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 2M Jan 25 2016 SRR307029_1.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 2M Jan 25 2016 SRR307029_2.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 2M Jan 25 2016 SRR307030_1.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 2M Jan 25 2016 SRR307030_2.fastq
```

We see some of the files are very big,

lets look at one fo the smaller ones:

cat SRR30702

SRR307023\_1.fastq SRR307025\_1.fastq SRR307027\_1.fastq SRR307029\_1.fastq  
SRR307023\_2.fastq SRR307025\_2.fastq SRR307027\_2.fastq SRR307029\_2.fastq  
SRR307024\_1.fastq SRR307026\_1.fastq SRR307028\_1.fastq  
SRR307024\_2.fastq SRR307026\_2.fastq SRR307028\_2.fastq

```
cat SRR307023_1.fastq
```

We see that this actually take a long time to output and is way too much information to actually read. In fact, in order to make the website work, I had to cut that content using command line tools, my text editor couldn't open the file and GitHub was unhappy when I pushed it.

## Note

to truncate the output above, in my saved terminal output then I used:

```
grep -n cat 2024-10-24.md
```

to get the line number of the `cat` and then

```
head -n 156 2024-10-24.md > today.md
```

to take the part above the `cat` and then

```
grep -n head 2024-10-24.md
```

to find the next command, `head` and then

```
tail -n +20150 2024-10-24.md > tmp.md
```

to keep the lines after line 20150 in a temp file, and repeat to find the rest of the lines to cut the pieces needed, taking the head off and saving.

```
head dmel-all-r6.19.gtf
```

| X | FlyBase gene | 19961297 | 19969323 | . | + | . | gene_id "FBgn0031081"; ge |
|---|--------------|----------|----------|---|---|---|---------------------------|
| X | FlyBase mRNA | 19961689 | 19968479 | . | + | . | gene_id "FBgn0031081"; ge |
| X | FlyBase 5UTR | 19961689 | 19961845 | . | + | . | gene_id "FBgn0031081"; ge |
| X | FlyBase exon | 19961689 | 19961845 | . | + | . | gene_id "FBgn0031081"; ge |
| X | FlyBase exon | 19963955 | 19964071 | . | + | . | gene_id "FBgn0031081"; ge |
| X | FlyBase exon | 19964782 | 19964944 | . | + | . | gene_id "FBgn0031081"; ge |
| X | FlyBase exon | 19965006 | 19965126 | . | + | . | gene_id "FBgn0031081"; ge |
| X | FlyBase exon | 19965197 | 19965511 | . | + | . | gene_id "FBgn0031081"; ge |
| X | FlyBase exon | 19965577 | 19966071 | . | + | . | gene_id "FBgn0031081"; ge |
| X | FlyBase exon | 19966183 | 19967012 | . | + | . | gene_id "FBgn0031081"; ge |

```
head -n 5 dmel-all-r6.19.gtf
```

| X | FlyBase gene | 19961297 | 19969323 | . | + | . | gene_id "FBgn0031081"; ge |
|---|--------------|----------|----------|---|---|---|---------------------------|
| X | FlyBase mRNA | 19961689 | 19968479 | . | + | . | gene_id "FBgn0031081"; ge |
| X | FlyBase 5UTR | 19961689 | 19961845 | . | + | . | gene_id "FBgn0031081"; ge |
| X | FlyBase exon | 19961689 | 19961845 | . | + | . | gene_id "FBgn0031081"; ge |
| X | FlyBase exon | 19963955 | 19964071 | . | + | . | gene_id "FBgn0031081"; ge |

```
ls -l --block-size=M
```

```
total 136M
-rw-r--r--. 1 brownsarahm spring2022-csc392 12M Apr 18 2021 bash-lesson.tar.gz
-rw-r--r--. 1 brownsarahm spring2022-csc392 74M Jan 16 2018 dmel-all-r6.19.gtf
-rw-r--r--. 1 brownsarahm spring2022-csc392 1M Jan 25 2016 dmel_unique_protein_isoforms_fb_2016_01.tsv
-rw-r--r--. 1 brownsarahm spring2022-csc392 24M Jan 25 2016 gene_association.fb
-rw-r--r--. 1 brownsarahm spring2022-csc392 2M Jan 25 2016 SRR307023_1.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 2M Jan 25 2016 SRR307023_2.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 2M Jan 25 2016 SRR307024_1.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 2M Jan 25 2016 SRR307024_2.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 2M Jan 25 2016 SRR307025_1.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 2M Jan 25 2016 SRR307025_2.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 2M Jan 25 2016 SRR307026_1.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 2M Jan 25 2016 SRR307026_2.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 2M Jan 25 2016 SRR307027_1.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 2M Jan 25 2016 SRR307027_2.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 2M Jan 25 2016 SRR307028_1.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 2M Jan 25 2016 SRR307028_2.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 2M Jan 25 2016 SRR307029_1.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 2M Jan 25 2016 SRR307029_2.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 2M Jan 25 2016 SRR307030_1.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 2M Jan 25 2016 SRR307030_2.fastq
```

and we can use tail to look at the end

```
tail -n 2 dmel-all-r6.19.gtf
```

```
2L FlyBase stop_codon 782822 782824 . + 0 gene_id "FBgn0041250"; gene_symbol "Gr21a"
2L FlyBase 3UTR 782825 782885 . + . gene_id "FBgn0041250"; gene_symbol "Gr21a"
```

For a file like this, we don't really want to read the whole file but we do need to know what it's structured like in order to design programs to work with it.

We can also see how much content is in the file `wc` give a word count,

```
wc -l dmel-all-r6.19.gtf
```

```
542048 dmel-all-r6.19.gtf
```

```
ls
```

```
bash-lesson.tar.gz SRR307024_2.fastq SRR307028_1.fastq
dmel-all-r6.19.gtf SRR307025_1.fastq SRR307028_2.fastq
dmel_unique_protein_isoforms_fb_2016_01.tsv SRR307025_2.fastq SRR307029_1.fastq
gene_association.fb SRR307026_1.fastq SRR307029_2.fastq
SRR307023_1.fastq SRR307026_2.fastq SRR307030_1.fastq
SRR307023_2.fastq SRR307027_1.fastq SRR307030_2.fastq
SRR307024_1.fastq SRR307027_2.fastq
```

We can use `wc` with patterns

```
wc -l *.fastq
```

```
20000 SRR307023_1.fastq
20000 SRR307023_2.fastq
20000 SRR307024_1.fastq
20000 SRR307024_2.fastq
20000 SRR307025_1.fastq
20000 SRR307025_2.fastq
20000 SRR307026_1.fastq
20000 SRR307026_2.fastq
20000 SRR307027_1.fastq
20000 SRR307027_2.fastq
20000 SRR307028_1.fastq
20000 SRR307028_2.fastq
20000 SRR307029_1.fastq
20000 SRR307029_2.fastq
20000 SRR307030_1.fastq
20000 SRR307030_2.fastq
320000 total
```

and it gives us each result, plus the total

We can save these:

```
wc -l *.fastq > linecounts.txt
```

### 14.5.1. Searching file Contents

### 14.5.2. How many times does mRNA appear in the file dmel-all-r6.19.gtf ?

We can answer this two ways:

grep has a count option, -c :

```
[brownsarahm@seawulf ~]$ grep -c mRNA dmel-all-r6.19.gtf
```

```
34025
```

or we can use grep and wc together with a pipe:

```
grep mRNA dmel-all-r6.19.gtf | wc -l
```

```
34025
```

## 14.6. Scripts and Permissions

we will set a very simple script

```
echo "echo 'script works'" > demo.sh
```

so the file looks like:

```
echo 'script works'
```

If we want to run the file, we can use `bash` directly,

```
bash demo.sh
```

```
script works
```

and this works as expected

this is limited relative to calling our script in other ways.

One thing we could do is to run the script using `./`

```
./demo.sh
```

```
-bash: ./demo.sh: Permission denied
```

By default, files have different types of permissions: read, write, and execute for different users that can access them. To view the permissions, we can use the `-l` option of `ls`.

```
ls -l
```

```
total 138452
-rw-r--r--. 1 brownsarahm spring2022-csc392 12534006 Apr 18 2021 bash-lesson.tar.gz
-rw-r--r--. 1 brownsarahm spring2022-csc392 20 Oct 24 13:18 demo.sh
-rw-r--r--. 1 brownsarahm spring2022-csc392 77426528 Jan 16 2018 dmel-all-r6.19.gtf
-rw-r--r--. 1 brownsarahm spring2022-csc392 721242 Jan 25 2016 dmel_unique_protein_isoforms_fb_2016_01
-rw-r--r--. 1 brownsarahm spring2022-csc392 25056938 Jan 25 2016 gene_association.fb
-rw-r--r--. 1 brownsarahm spring2022-csc392 447 Oct 24 13:15 linecounts.txt
-rw-r--r--. 1 brownsarahm spring2022-csc392 1625262 Jan 25 2016 SRR307023_1.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 1625262 Jan 25 2016 SRR307023_2.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 1625376 Jan 25 2016 SRR307024_1.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 1625376 Jan 25 2016 SRR307024_2.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 1625286 Jan 25 2016 SRR307025_1.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 1625286 Jan 25 2016 SRR307025_2.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 1625302 Jan 25 2016 SRR307026_1.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 1625302 Jan 25 2016 SRR307026_2.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 1625312 Jan 25 2016 SRR307027_1.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 1625312 Jan 25 2016 SRR307027_2.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 1625338 Jan 25 2016 SRR307028_1.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 1625338 Jan 25 2016 SRR307028_2.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 1625390 Jan 25 2016 SRR307029_1.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 1625390 Jan 25 2016 SRR307029_2.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 1625318 Jan 25 2016 SRR307030_1.fastq
-rw-r--r--. 1 brownsarahm spring2022-csc392 1625318 Jan 25 2016 SRR307030_2.fastq
```

For each file we get 10 characters in the first column that describe the permissions. The 3rd column is the username of the owner, the fourth is the group, then size date revised and the file name.

We are most interested in the 10 character permissions. The fist column indicates if any are directories with a  or a  for files. We have no directories, but we can create one to see this.

We can see in the bold line, that the first character is a d.

The next nine characters indicate permission to **R**ead, **W**rite, and **e**Xecute a file. With either the letter or a  for permissions not granted, they appear in three groups of three, three characters each for owner, group, anyone with access.

we can use grep to make the output shorter:

```
ls -l | grep demo.sh
```

```
-rw-r--r--. 1 brownsarahm spring2022-csc392      20 Oct 24 13:18 demo.sh
```

To add execute permission, we can use  chmod

```
chmod +x demo.sh
```

now we look at the permissions again

```
ls -l | grep demo.sh
```

```
-rwxr-xr-x. 1 brownsarahm spring2022-csc392      20 Oct 24 13:18 demo.sh
```

and can run the file

```
./demo.sh
```

```
script works
```

adding more to the script:

```
nano demo.sh
```

so we set the script up to create a file that has th first 5 lines of eachh  .fastq file

```
echo 'script works'

for file in $(ls *.fastq)
do
echo $file >> fastq_head.txt
head -n 5 $file >> fastq_head.txt
done
```

```
./demo.sh
```

```
script works
```

it runs!

and then we can look at the file created

```
cat fastq_head.txt
```

SRR307023\_1.fastq  
@SRR307023.37289418.1 GA-C\_0019:1:120:7087:20418 length=101  
CGAGCGACTTTGTATAACTATTTCTCGTCTGGCTCCGACATCTACAAATTCAAGAGCAGTTGCGGTGGAGGGACAATTACAAATTGAG  
+SRR307023.37289418.1 GA-C\_0019:1:120:7087:20418 length=101  
GGGGFHHHHFEBH@GEGEHHEGHHHHHHHBHDGHGDFHH?H:DFEDEGGGDGD:DBDA=@BBE@G?D?FD8FDGGDD:<:BAB4;4;>CF@B3B  
@SRR307023.37289419.1 GA-C\_0019:1:120:7127:20414 length=101  
SRR307023\_2.fastq  
@SRR307023.37289418.2 GA-C\_0019:1:120:7087:20418 length=101  
GGGTATGCGTAGAAACGAAAACAGAACAGAATCTCAAAGTCAGATTGTTCTGACTTATTATTTGATTTTCATAGTCACAAACACATACA  
+SRR307023.37289418.2 GA-C\_0019:1:120:7087:20418 length=101  
FGG<FGGGDIHIIDGEHIIHH@DGFIIGIHEFGG?EFFDEGGGG=FBF<G@@@<D@?GG@DDDGFIE;7@@?-D8@BG3EE<<AF-E?9>B8=B:@4G  
@SRR307023.37289419.2 GA-C\_0019:1:120:7127:20414 length=101  
SRR307024\_1.fastq  
@SRR307024.42654158.1 GA-C\_0019:2:120:12973:20432 length=101  
GAGCAGGTAAACGCCAGAGAAAATTATGATACCAAAATATGTTGTTGTTAAAGAAAGACCGTACAGTATAGGATATAGGAGACGTGAGGTATAG  
+SRR307024.42654158.1 GA-C\_0019:2:120:12973:20432 length=101  
IIIIIIIIIFHIIIIIIIIIGIIHIIIGIHHIIIAIIIGIHHIFIEGGEDEEGDDDGEEB<G@DD?ECBG>GB8?9A=<?@?#####  
@SRR307024.42654159.1 GA-C\_0019:2:120:13125:20421 length=101  
SRR307024\_2.fastq  
@SRR307024.42654158.2 GA-C\_0019:2:120:12973:20432 length=101  
ATGTGGGCAGCTGAGTTATAGCAGCGCCGATTTCATGTTCTGTAACCTGGNGTGTAAAGTAGTTCATTCGCATATAGTTCTGTTTGCTTGTATAT  
+SRR307024.42654158.2 GA-C\_0019:2:120:12973:20432 length=101  
IIIIIIIIIIIIIIIIIIIIHIIHDIHIGIIIIHHIIIFEC#EAA=?>HH?FHIIIGGDHIBDGG8D8ADDGEGBGECDDBEGEEEEBGI  
@SRR307024.42654159.2 GA-C\_0019:2:120:13125:20421 length=101  
SRR307025\_1.fastq  
@SRR307025.41760981.1 GA-C\_0019:3:120:2150:20421 length=101  
ACCCAGAGCGTGACCGCGTTACCATTATTTATGCTCGAACAGTAAGTGGATATTAAATAACAGAATGACGGAGTCGGAATAAGAAACAATAACA  
+SRR307025.41760981.1 GA-C\_0019:3:120:2150:20421 length=101  
EEEE>EAE5;@B@9=84<BBEE8??8?DDDA=<D?:,:?:@</::/-,21'.1EE?BEDD<>?#####  
@SRR307025.41760982.1 GA-C\_0019:3:120:2572:20426 length=101  
SRR307025\_2.fastq  
@SRR307025.41760981.2 GA-C\_0019:3:120:2150:20421 length=101  
AGGTGCCATGGTGTACCGCAGTAACAGTTGTTAACCTATTTTAAATTGAGATCTCCCGCGAGTGGGCAATGAGATCAAGTACAC  
+SRR307025.41760981.2 GA-C\_0019:3:120:2150:20421 length=101  
GGGBGD=BB88+51<CBGEEC:A6>;:1=9<<2?6243815355F;@?@DDG2G#####  
@SRR307025.41760982.2 GA-C\_0019:3:120:2572:20426 length=101  
SRR307026\_1.fastq  
@SRR307026.44108070.1 GA-C\_0019:4:120:15885:20406 length=101  
ACCACACTTTATGAACCTTTAATAATGGTTTGATAAAACCGATTACCTTAATCATTATCCTCGAAACGCCTTATCCTTGGTAAAATACACTTAA  
+SRR307026.44108070.1 GA-C\_0019:4:120:15885:20406 length=101  
IIHHIIIIHIIEDFG@GGGGHHHHGDCBEDGGDBGGDDDDDBB2<<>EFBEBGB>DBBBGB#####  
@SRR307026.44108071.1 GA-C\_0019:4:120:16150:20404 length=101  
SRR307026\_2.fastq  
@SRR307026.44108070.2 GA-C\_0019:4:120:15885:20406 length=101  
ACCACACTTTAAGATGCTTAACCTTTGTTATTATGTCAGCGATTGAAATTGGGAACGTTTATATCACACCCCTACCTATATGGATTATGTGTA  
+SRR307026.44108070.2 GA-C\_0019:4:120:15885:20406 length=101  
GGG>GEGGGG@EGGADBGEGGGG>GBGDCD>ADGADGGB?>?CB+=A??:=3?C@A?@EEB1,=;88<?=;?8;<?@#####  
@SRR307026.44108071.2 GA-C\_0019:4:120:16150:20404 length=101  
SRR307027\_1.fastq  
@SRR307027.37696234.1 GA-G\_0028:1:120:17872:21167 length=101  
GGAACCTAGGTAAATCTTAAATTGTTGTTAAAGCAACAAATTCAATTAAACGACCCCCGAATATGACTTGTATTGTTAGACAAATA  
+SRR307027.37696234.1 GA-G\_0028:1:120:17872:21167 length=101  
DD?D:B?7C)BDBBDDDDDBBB@DDDD\*=;DD7DBBBDD@DD:<<4;>?B+:B4?06-9\*;DB>5<;>7,;7B?>>BDD8@D2<B\*7<DD2D><  
@SRR307027.37696235.1 GA-G\_0028:1:120:18034:21172 length=101  
SRR307027\_2.fastq  
@SRR307027.37696234.2 GA-G\_0028:1:120:17872:21167 length=101  
GGAACCTAGGTAAATCTTAAATTGTTGTT  
+SRR307027.37696234.2 GA-G\_0028:1:120:17872:21167 length=101  
HIBIIIIIFIIFIGDIIIIIIHIIIGFGIIIIHIIIDIIFIGIICIIIIAIIIAIIGIIHIIIIIIIIIIIIHIDHIID#####  
@SRR307027.37696235.2 GA-G\_0028:1:120:18034:21172 length=101  
SRR307028\_1.fastq  
@SRR307028.32347990.1 GA-G\_0028:2:120:15465:21120 length=101  
GGTGGCTCGACTTAGATTAAGACACGTTCACTAAATTAAAGCTGACACTTATTGACTTAGTCATGCAATGATTGATAACAAATACGAGACCCATT  
+SRR307028.32347990.1 GA-G\_0028:2:120:15465:21120 length=101  
IIIIIIIIIIHDFHIIIIIIIIHIIIIIIIIHIDIIIIIIIIIIIIIIIIIGIIGHIHHIBIIIIHIIIGEHHFIIIHIIIEHHIDI  
@SRR307028.32347991.1 GA-G\_0028:2:120:15558:21125 length=101  
SRR307028\_2.fastq  
@SRR307028.32347990.2 GA-G\_0028:2:120:15465:21120 length=101  
GAATTAAAAGTAAAGAAAGGAGTCGAAACCAAAGCCAACAGGATTGTTGGTCCCAAATGGGTCTGTATTGTTATGCAATGATTGACTAAGTAC

```

+SRR307028.32347990.2 GA-G_0028:2:120:15465:21120 length=101
IIIIIIIIIIIIIIIIIIIGFIIIIIIIIIIIIIIIFIHIIHFHIIDIIIGHGGIHEHIEHHEGFIGFFFII>EIGII@IIF@EDDFCF
@SRR307028.32347991.2 GA-G_0028:2:120:15558:21125 length=101
SRR307029_1.fastq
@SRR307029.43207317.1 GA-G_0028:3:120:15726:21171 length=101
GTGAGCGAGAGGGGGCGAGGCCACCTAGATAGAGAGGGGAGATACTACACCGCGACTTGA CTTGGTTTCGTTCTGGTCCCTCTATCAAAACT
+SRR307029.43207317.1 GA-G_0028:3:120:15726:21171 length=101
=>=2=@?B6CD:C=@<88+B;@0@@>4B4?5/-559:64+6+:=>F=B<:@=:=FED<@D@0@GBGD@DEEEGE>G@DG3=?CA>GGGGGGG<G@@GGGG
@SRR307029.43207318.1 GA-G_0028:3:120:15858:21166 length=101
SRR307029_2.fastq
@SRR307029.43207317.2 GA-G_0028:3:120:15726:21171 length=101
GTTTGCTGGTTATTGCTATGGCTATATGGCTGTGAAGACAAAAGGCCGGACATGGCGTTTGATAGAGGGAGGAACCAGAACGCAAACCAAGTCA
+SRR307029.43207317.2 GA-G_0028:3:120:15726:21171 length=101
FAEEBBEBB=GGD>8=B7=<CCFB8C8EE8=?AA=EEA173,5;AA2=B;??<<-255144829:<<;@22@2:5;6>>AAA#####
@SRR307029.43207318.2 GA-G_0028:3:120:15858:21166 length=101
SRR307030_1.fastq
@SRR307030.42800974.1 GA-G_0028:4:120:4309:21177 length=101
TGAGGCCATACTCATATTAAATTAGATTATTGCCTTAGAAAATAATCAATGTAGACAGCTAAGTGTAGTTGAAGCTGGAACCTTGTAAAAACT
+SRR307030.42800974.1 GA-G_0028:4:120:4309:21177 length=101
IIIFIHIIIGIHIIIIIIGIHIIIIIHIIIIIIHIIHIIHIIIIIIIEIBHIIDGBDGGIGGDIGIIIGIIFHIGIDBIIIIIIIHFF@
@SRR307030.42800975.1 GA-G_0028:4:120:4580:21181 length=101
SRR307030_2.fastq
@SRR307030.42800974.2 GA-G_0028:4:120:4309:21177 length=101
GATAGTGTAGATAAAAATACATGTACTTTCGGCTGTCTAGGAAAATGGTATTTAAATAAAAAAAATCTATACAACCTATTTCCGATACAAATTCA
+SRR307030.42800974.2 GA-G_0028:4:120:4309:21177 length=101
IHIIHIIIIIIHGGIIIHIIIIIIIDIIIIIIIFHGHIIEGIIIIIFIIIII@IIHIIIFGHGIIIFIIIIIIHIEHGIFHI
@SRR307030.42800975.2 GA-G_0028:4:120:4580:21181 length=101

```

editing the file does not impact the permissions:

```
ls -l | grep demo.sh
```

```
-rwxr-xr-x. 1 brownsarahm spring2022-csc392 118 Oct 24 13:25 demo.sh
```

```
interactive
```

```
salloc: Granted job allocation 27907
salloc: Waiting for resource configuration
salloc: Nodes n005 are ready for job
```

```
ls
```

|   |                   |                   |
|---|-------------------|-------------------|
| bash-lesson.tar.gz                          | SRR307023_2.fastq | SRR307027_2.fastq |
| demo.sh                                     | SRR307024_1.fastq | SRR307028_1.fastq |
| dmel-all-r6.19.gtf                          | SRR307024_2.fastq | SRR307028_2.fastq |
| dmel_unique_protein_isoforms_fb_2016_01.tsv | SRR307025_1.fastq | SRR307029_1.fastq |
| fastq_head.txt                              | SRR307025_2.fastq | SRR307029_2.fastq |
| gene_association.fb                         | SRR307026_1.fastq | SRR307030_1.fastq |
| linecounts.txt                              | SRR307026_2.fastq | SRR307030_2.fastq |
| SRR307023_1.fastq                           | SRR307027_1.fastq |                   |

```
lshw
```

```
WARNING: you should run this program as super-user.  
n005  
    description: Computer  
    width: 64 bits  
p00:04  
    product: PnP device PNP0c02  
    physical id: fd  
    capabilities: pnp  
    configuration: driver=system  
WARNING: output may be incomplete or inaccurate, you should run this program as super-user.
```

we can go back to the login node:

```
exit
```

```
logout  
salloc: Relinquishing job allocation 27907
```

## 14.7. Closing a session

we can use `exit` or `logout` to close the connection, it will also close if you lose internet.

```
exit
```

```
logout  
Connection to seawulf.uri.edu closed.
```

## 14.8. Prepare for Next Class

1. install gcc locally
2. ensure you can log into seawulf

## 14.9. Badges

Review Practice

1. Answer the following in hpc.md of your KWL repo: (to think about how the design of the system we used in class impacts programming and connect it to other ideas taught in CS)

1. What kinds of things would your code need to do if you were going to run it on an HPC system?
1. What sbatch options seem the most helpful?
1. How might you go about setting the time limits for a script? How could you estimate how long a

## 14.10. Experience Report Evidence

## 14.11. Questions After Today's Class

### 💡 Tip

You can learn more about working on a server for an explore badge. For example connecting via ssh to AWS, google cloud, or similar, or doing more work on seawulf.

### 14.11.1. What is going on behind the scenes to get our GitBash terminal access to seawulf via our uri account?

Your local terminal opens a secure shell (ssh) connection and then that serves as the interface to the shell on the remote server.

### 14.11.2. When we were working in the terminal, how were we not connected to the URI wifi? what wifi were we connected to? Why was it so much faster?

Our laptops were using the URI wifi to talk to the server, but then when we downloaded the file, the server used the hardwired faster connection to the internet

### 14.11.3. Is the future of HPC cloud based?

Comparing and contrasting these is a good explore topic.

## 15. What happens when I build code in C?

### 15.1. What is *buiding* code?

Building is transforming code from the input format to the final format.

This can mean different things in different contexts. For example:

- the course website is built from markdown files in to html output using jupyter-book
- a C program is built C source code to executable as the output

We sometimes say that compiling takes code from source to executable, but this process is actually multiple stages and compiling is *one* of those steps.

We will focus on *what* has to happen more than *how* it all happens.

CSC301, 402, 501, 502 go into greater detail on how languages work.

Our goal is to:

- (where applicable) give you a preview
  - get enough understanding of what happens to know where to look when debugging

## 15.2. Using ssh keys to authenticate

1. generate a key pair
  2. store the public key on the server
  3. Request to login, tell server your public key, get back a session ID from the server
  4. if it has that public key, then it generates a random string, encrypts it with your public key and sends it back to your computer
  5. On your computer, it decrypts the message + the session ID with your private key then hashes the message and sends it back
  6. the server then hashes its copy of the message and session ID and if the hash received and calculated match, then you are logged in

## a toy example

JULIA EVANS  
@b0rk

ssh

17

♥ ssh keys ♥  
An ssh key is a secret  
key that lets you SSH  
to a machine

`ssh-copy-id`

This script installs your SSH key on a host (over SSH)

```
$ ssh-copy-id user@host  
(puts it in .ssh/authorized_keys  
etc)
```



installing a SSH key  
is surprisingly finicky,  
so this script is helpful!

★ port forwarding ★

ssh user@host.com -NfL  
3333:localhost:8888

↑    ↑  
local port    remote port

Lets you view a remote server  
that's not on the internet  
in your browser.

just run 1 command  
\$ ssh user@host uname -a,  
runs this command & exits

`<Enter>` ~ . closes the SSH connection. Useful if it's hanging!

.ssh /config

Lets you set, per host:

- username to use
- SSH key to use
- an alias!

so you can type \$ ssh ALIAS instead of ssh user@everylongdomain.com

[from wizardzines](#)

Lots more networking details in the [full zine](#) available for purchase or I have a copy if you want to borrow it.

## 15.3. Generating a Key Pair

We can use `ssh-keygen` to create keys.

- `-f` option allows us to specify the file name of the keys.
- `-t` option allows us to specify the encryption algorithm
- `-b` option allows us to specify the size of the key in bits

```
ssh-keygen -f ~/.ssh/seawulf -t rsa -b 4096
```

```
Generating public/private rsa key pair.
/Users/brownsarahm/.ssh/seawulf already exists.
Overwrite (y/n)? y
Enter passphrase (empty for no passphrase):
Enter same passphrase again:
Your identification has been saved in /Users/brownsarahm/.ssh/seawulf
Your public key has been saved in /Users/brownsarahm/.ssh/seawulf.pub
The key fingerprint is:
SHA256:mT+Qs5vk0CRjSj9Lym48F06fIBinZWebNq7aHjB0kJo brownsarahm@68.105.20.172.s.wireless.uri.edu
The key's randomart image is:
+---[RSA 4096]----+
| |
| .
|o
|o... +
|Eo+.o S
|+0+o+o. =
|++o++*+ o o
| ++Boo.+ o .
| .=B+=o..+
+---[SHA256]-----+
```

## 15.4. Sending the public key to a server

again `-i` to specify the file name

```
ssh-copy-id -i ~/.ssh/seawulf brownsarahm@seawulf.uri.edu
```

```
/usr/bin/ssh-copy-id: INFO: Source of key(s) to be installed: "/Users/brownsarahm/.ssh/seawulf.pub"
/usr/bin/ssh-copy-id: INFO: attempting to log in with the new key(s), to filter out any that are already
/usr/bin/ssh-copy-id: INFO: 1 key(s) remain to be installed -- if you are prompted now it is to install t
brownsarahm@seawulf.uri.edu's password:
```

```
Number of key(s) added: 1
```

```
Now try logging into the machine, with: "ssh 'brownsarahm@seawulf.uri.edu'"
and check to make sure that only the key(s) you wanted were added.
```

## 15.5. Logging in

To login without usng a password you have to tell ssh which key to use:

```
ssh -i ~/ssh/
```

```
config          known_hosts.old  seawulf.pub
known_hosts      seawulf
```

```
ssh -i ~/ssh/seawulf brownsarahm@seawulf.uri.edu
```

```
Last failed login: Fri Oct 25 11:17:23 EDT 2024 from pool-100-40-65-212.prvdri.fios.verizon.net on ssh:nc
There were 4 failed login attempts since the last successful login.
Last login: Thu Oct 24 12:54:46 2024 from 172.20.105.68
```

```
pwd
```

```
/home/brownsarahm
```

```
ls
```

|   |                   |
|---|-------------------|
| bash-lesson.tar.gz                          | SRR307025_2.fastq |
| compilec                                    | SRR307026_1.fastq |
| dmel-all-r6.19.gtf                          | SRR307026_2.fastq |
| dmel_unique_protein_isoforms_fb_2016_01.tsv | SRR307027_1.fastq |
| example                                     | SRR307027_2.fastq |
| gene_association.fb                         | SRR307028_1.fastq |
| SRR307023_1.fastq                           | SRR307028_2.fastq |
| SRR307023_2.fastq                           | SRR307029_1.fastq |
| SRR307024_1.fastq                           | SRR307029_2.fastq |
| SRR307024_2.fastq                           | SRR307030_1.fastq |
| SRR307025_1.fastq                           | SRR307030_2.fastq |

We will make an empty directory to work in for today.

```
mkdir compilec
```

and go into it to work

```
cd compilec/
```

## 15.6. An overview

## 15.7. A simple program

```
nano hello.c
```

```
cat hello.c
```

and we will put in a simple hello world program

```
#include <stdio.h>
void main () {
    printf("Hello world\n");
}
```

we will confirm that it exists

```
ls
```

```
hello.c
```

## 15.8. Preprocessing with gcc

First we handle the preprocessing which pulls in headers that are included. We will use the compiler [gcc](#)

We will use [gcc](#) for many steps, and use its options to have it do subsets of what it can possibly do:

- [-E](#) stops after preprocessing
- [-O](#) makes it write the .i file and passes the file name for it

```
gcc -E -o hello.i hello.c
```

If it succeeds, we see no output, but we can check the folder

```
ls
```

```
hello.c  hello.i
```

now we have a new file

we can check the size

```
ls -l
```

```
total 24
-rw-r--r--. 1 brownsarahm spring2022-csc392    64 Oct 29 12:58 hello.c
-rw-r--r--. 1 brownsarahm spring2022-csc392 16865 Oct 29 13:00 hello.i
```

If we think that the `.i` file might be big, what can we use to compare the two to see the impact of preprocessing?

We can inspect what it does using `wc`

```
wc -l hello*
```

```
6 hello.c
842 hello.i
848 total
```

we started with just 6 lines of code and we get a lot more after preprocessing

Since it is long, we will first look at the top

```
head hello.i
```

```
# 1 "hello.c"
# 1 "<built-in>"
# 1 "<command-line>"
# 1 "/usr/include/stdc-predef.h" 1 3 4
# 1 "<command-line>" 2
# 1 "hello.c"
# 1 "/usr/include/stdio.h" 1 3 4
# 27 "/usr/include/stdio.h" 3 4
# 1 "/usr/include/features.h" 1 3 4
# 375 "/usr/include/features.h" 3 4
```

and the end

```
tail hello.i
```

```
extern void funlockfile (FILE *__stream) __attribute__ ((__nothrow__ , __leaf__));
# 943 "/usr/include/stdio.h" 3 4

# 2 "hello.c" 2
void main () {
    printf("Hello world\n");
}
```

we see that our original program, is at the end of the file, and the beginning is where the include line has been expanded.

## 15.9. Compiling

Next we take our preprocessed file and compile it to get assembly code.

Again, we use `gcc`:

- `-S` tells it to produce assembly
- we will use the preprocessed file as input

```
gcc -S hello.i
```

but we can see what it output:

```
ls
```

```
hello.c hello.i hello.s
```

we have a new file as well with the `.s` extension.

we can use `man` to see docs for any command

```
man gcc
```

we get a new file

```
ls -l
```

```
total 28
-rw-r--r--. 1 brownsarahm spring2022-csc392    64 Oct 29 12:58 hello.c
-rw-r--r--. 1 brownsarahm spring2022-csc392 16865 Oct 29 13:00 hello.i
-rw-r--r--. 1 brownsarahm spring2022-csc392    433 Oct 29 13:06 hello.s
```

we can see how long it is in lines too

```
wc -l hello.s
```

```
25 hello.s
```

this is longer than the source, but not as long as the header. The header contains lots of information that we *might* need, but the assembly is only what we *do*.

And it's manageable, so we inspect it directly:

```
cat hello.s
```

```
.file  "hello.c"
.section      .rodata
.LC0:
.string "Hello world"
.text
.globl main
.type  main, @function
main:
.LFB0:
.cfi_startproc
pushq  %rbp
.cfi_def_cfa_offset 16
.cfi_offset 6, -16
movq  %rsp, %rbp
.cfi_def_cfa_register 6
movl  $.LC0, %edi
call  puts
popq  %rbp
.cfi_def_cfa 7, 8
ret
.cfi_endproc
.LFE0:
.size  main, .-main
.ident "GCC: (GNU) 4.8.5 20150623 (Red Hat 4.8.5-44)"
.section      .note.GNU-stack,"",@progbits
```

There are many more steps and they are lower level operations, but it is text stored in the file.

### 💡 Hint

Learning more about assembly languages is a good explore badge topic

## 15.10. Assembling

Assembling is to take the assembly code and get object code. Assembly is relatively broad and there are families of assembly code, it is also still written *for humans* to understand it readily. It's more complex than source code because it is closer to the hardware. The object code however, is specific instructions to your machine and not human readable.

Again, with `gcc`:

- `-c` tells it to stop at the object file
- `-o` again gives it the name of the file to write

```
gcc -c -o hello.o hello.s
```

Again, check what it does by looking at files

```
ls -l
```

```
total 32
-rw-r--r--. 1 brownsarahm spring2022-csc392    64 Oct 29 12:58 hello.c
-rw-r--r--. 1 brownsarahm spring2022-csc392 16865 Oct 29 13:00 hello.i
-rw-r--r--. 1 brownsarahm spring2022-csc392   1496 Oct 29 13:14 hello.o
-rw-r--r--. 1 brownsarahm spring2022-csc392    433 Oct 29 13:06 hello.s
```

now we see a new file, the `.o`

and again check its length

```
wc -l hello.o
```

```
5 hello.o
```

we can check how many characters and words

```
wc hello.o
```

```
5 17 1496 hello.o
```

it is not even too many characters

```
wc hello.c
```

```
6 9 64 hello.c
```

```
cat hello.o
```

```
ELF>?@@
UH??]?Hello worldGCC: (GNU) 4.8.5 20150623 (Red Hat 4.8.5-44)zRx
K                                         A?C
??      hello.cmaininputs

???????? .syntab.strtab.shstrtab.rela.text.data.bss.rodata.comment.note.GNU-stack.rela.eh_frame @?0
&PP1P
      90\..B?W?R@
?
      ?0a
```

this is not human readable though

This file is written in binary, but our terminal reads it back in 8 bit chunks. To get an idea, imagine we had a small object language where there were 4 total operations:

- pick a memory location (00)
- store a value (01)

- add (10)
- move value to ALU (11)

In this case code like:

```
a = 1
b = 2
c = a + b
```

Would get translated into assembly:

```
pick memory 0
store 1
pick memory 1
store 2
move to ALU location 0
move to ALU location 1
add ALU
```

and then object code like:

```
00 00
01 01
00 01
01 10
11 00
11 01
11 00
```

then the terminal read it in 8 bit chunks

```
00000101 0001010 11001101 11000000
```

which would render as characters according to utf-8 or ascii or whatever encoding your system uses as characters numbered: 5,10,205,192

## 15.11. Linking

Now we can link it all together; in this program there are not a lot of other dependencies, but this fills in anything from libraries and outputs an executable

once again with `gcc`:

- `-o` flag specifies the name for output
- `-lm` tells it to link from the .o file.

```
gcc -o hello hello.o -lm
```

```
ls
```

```
hello hello.c hello.i hello.o hello.s
```

Finally we can run our program

```
./hello
```

```
Hello world
```

```
ls -l
```

```
total 44
-rwxr-xr-x. 1 brownsarahm spring2022-csc392 8360 Oct 29 13:30 hello
-rw-r--r--. 1 brownsarahm spring2022-csc392    64 Oct 29 12:58 hello.c
-rw-r--r--. 1 brownsarahm spring2022-csc392 16865 Oct 29 13:00 hello.i
-rw-r--r--. 1 brownsarahm spring2022-csc392 1496 Oct 29 13:14 hello.o
-rw-r--r--. 1 brownsarahm spring2022-csc392   433 Oct 29 13:06 hello.s
```

```
./hello
```

```
Hello world
```

## 15.12. Putting it all together

We can repeat with a different name and work directly from source to executable:

```
gcc -o demohello hello.c -lm
```

```
ls
```

```
demohello hello hello.c hello.i hello.o hello.s
```

and run again.

```
./demohello
```

```
Hello world
```

## 15.13. Working with multiple files

This all looks a bit different if we have our code split across files.

we will make a new file `main.c`

```
nano main.c
```

with the following content

```
/* Used to illustrate separate compilation.
Created: Joe Zachary, October 22, 1992
Modified:
*/
#include <stdio.h>

void main () {
    int n;
    printf("Please enter a small positive integer: ");
    scanf("%d", &n);
    printf("The sum of the first n integers is %d\n", sum(n));
    printf("The product of the first n integers is %d\n", product(n));
}
```

Then `help.c`

```
nano help.c
```

```
/* Used to illustrate separate compilation

Created: Joe Zachary, October 22, 1992
Modified:

*/
/* Requires that "n" be positive. Returns the sum of the
   first "n" integers. */

int sum (int n) {
    int i;
    int total = 0;
    for (i = 1; i <= n; i++)
        total += i;
    return(total);
}

/* Requires that "n" be positive. Returns the product of the
   first "n" integers. */

int product (int n) {
    int i;
    int total = 1;
    for (i = 1; i <= n; i++)
        total *= i;
    return(total);
}
```

now we can compile each part:

```
gcc -Wall -g -c main.c
```

```
main.c:8:6: warning: return type of 'main' is not 'int' [-Wmain]
void main () {
^
main.c: In function 'main':
main.c:12:2: warning: implicit declaration of function 'sum' [-Wimplicit-function-declaration]
printf("The sum of the first n integers is %d\n", sum(n));
^
main.c:13:2: warning: implicit declaration of function 'product' [-Wimplicit-function-declaration]
printf("The product of the first n integers is %d\n", product(n));
^
```

Now we preprocess, compile and assemble the helper code:

```
gcc -Wall -g -c help.c
```

then we can link it all together

```
gcc -o demo main.o help.o -lm
```

and run our program

```
./demo
```

```
Please enter a small positive integer: 3
The sum of the first n integers is 6
The product of the first n integers is 6
```

```
./demo
```

```
Please enter a small positive integer: 8
The sum of the first n integers is 36
The product of the first n integers is 40320
```

and finally exit from seawulf

```
exit
```

```
logout
Connection to seawulf.uri.edu closed.
```

## 15.14. Prepare for Next Class

1. Review your [idethoughts.md](#) from a few weeks ago and add some summary notes.
2. Think about what features or extensions in your favorite IDE you like the most and that you think others may not know about be prepared to share a small demo of using a feature or explain how it works(as in, open a file that has content in your IDE so that you could show thatt feature).

## 15.15. Badges

Review

Practice

3. Create some variations of the `hello.c` we made in class. Make `hello2.c` print twice with 2 print commands. Make `hello5.c` print 5 times with a for loop and `hello7.c` print 7 times with a for loop. Build them all on the command line and make sure they run correctly.
4. Write a bash script, `assembly.sh` to compile each program to assembly and print the number of lines in each file.
5. Put the output of your script in `hello_assembly_compare.md`. Add to the file some notes on how they are similar or different based on your own reading of them.

## 15.16. Experience Report Evidence

### 15.17. Questions After Today's Class

#### 15.17.1. What's the process like for an interpreted language, like python?

An interpreter reads and executes each line in a REPL or it runs the script file like how bash runs the shell.

More details of the steps for an interpreted language is a good explore badge topic.

#### 15.17.2. Is it possible to not link everything together?

If you do not link, then it's not executable.

#### 15.17.3. what do other compilers have that gcc dont have. Why have different options versus a standard for c++ for example?

Different compilers will mostly have different optimization. but this is also a good explore badge topic.

#### 15.17.4. are the steps that we did in class are similar when working with languages other than C

they are pretty common for compiled languages, but comparing and contrasting with other languages like Rust could be a good explore badge.

#### 15.17.5. What programming languages can we use in nano mode other than C++?

You can work with *any* programming language in *any* text editor, all programming languages are plain text.

## **15.17.6. What steps does an interpreter abstract? Is it an addition in the beginning of the compilation process or is it an entirely different process?**

It's different completely, for example most Python interpreters are written in C, so the interpreter is compiled like this process, but then it parses and runs the code interactively.

## **15.17.7. Is there any benefit to being able to read a low level language?**

Obscure skills can often pay well.

Also, a low level language is needed for working on resource constrained hardware. It can also be used for creating drivers to connect hardware to a computer, like peripherals.

# **16. What is an IDE?**

[captioning](#)

[quantum available for URI researchers](#)

## **16.1. Review your notes**

### **! Important**

Do this before proceeding to the next section

Either discuss with peers in class or on the GitHub (asynch) discuss commonalities in your IDE notes.

### **16.1.1. In person**

1. What different tasks did all of you use an IDE for?
2. What features of an IDE did you all use?
3. Which features were used but not very much?
4. Share the most helpful IDE feature you use?

Update your individual IDE notes with 1-2 things you learned from your peers.

## **16.2. Learn more**

- [What is an IDE?](#)
- [compare IDEs](#)
- Most popular in [2021](#)
- Most popular in [2022](#)

## 16.2.1. In person

In class with your peers you can divide these up and read one and then share key points with others.

With your group, build a list of IDE attributes or features that would be important, and make a table of how would you evaluate attribute? Which ones would you evaluate by just if it exists or not? Which ones would you evaluate in different degrees, what attributes of them would you evaluate?

## 16.2.2. Group Feature Ranks

| IDE Feature           | Evaluation   | Rank |
|-----------------------|--|------|
| Code Completion       | Suggests method names, variables & libraries as you type. makes it faster to code & mostly error free. | 1    |
| debugger              | how clear the debugger is when showing error   | 2    |
| extentions            | the ide has option for user-created assistance   | 3    |
| program runner        | runs and compiles program easier than using terminal   | 5    |
| sync                  | allows saving between systems  | 6    |
| terminal              | allows you to access & run commands from the IDE   | 8    |
| non-language specific | allows multiple languages  | 4    |
| file storage          | programs/files are easy to fine/access   | 7    |

| IDE Feature    | Evaluation  | Rank |
|----------------|---|------|
| sync           | how many devices can you run it on?                   | 5    |
| tab completion | how much context is it able to interpret, AI?         | 2    |
| side by side   | how is the multitasking of different file?            | 6    |
| type coloring  | are different types highlighted with different color? | 3    |
| hovor info     | do I get information from text from hovering          | 7    |
| pets           | are the pets cute and move around?                    | 8    |
| debugger       | can I set breakpoints, get info from them?            | 1    |
| terminal       | can I run terminal commands                           | 4    |

| IDE Feature                | Evaluation   | Rank |
|----------------------------|--|------|
| live server (preview)      | how useful is it when creating a web page or when using a markup language? | 5    |
| debugging feature          | It is useful to debug in CLion able to jump into lines and see var values. | 1    |
| Keyboard shortcuts         | How much customizability is available?                                     | 3    |
| Live Share                 | Perfect for pair programming or gorup projects                             | 4    |
| Built-in extention support | Is it available? How many extensions are available? Does yours have pets?  | 2    |

| IDE Feature          | Evaluation                           | Rank |
|----------------------|--------------------------------------|------|
| Debugging            | How effective is it in conveying UI? | 3    |
| Zen Mode             | Does it have this feature?           | 8    |
| Ai-assist            | Customizable?                        | 9    |
| C-Make               | Efficiciency                         | 2    |
| Git-Hub integration  | Simplicity/Practicality              | 5    |
| Auto indent          |                                      | 7    |
| Multiselected Lines  |                                      | 6    |
| Autofill             |                                      | 4    |
| Terminal integration |                                      | 1    |

### 16.2.3. Makeup

After reading the above, also read at least 3 different articles about the “best IDE” for your favorite language or for multiple languages.

Notice what IDE attributes or features the authors think is important, and how they evaluate each criterion. Which ones are evaluated as present/missing? Which ones are evaluated in more detail.

Add to your experience report, summarizing what you found the most important criteria to be and if you personally agree or not.

## 16.3. Prepare for Next Class

## 16.4. Badges

Review

Practice

1. Try a new IDE and review it in newide.md. Your review should be 3 sections: Summary, Evaluation, and Reflection. Summary should be 1-3 sentences of your conclusions. Evaluation should be a detailed evaluation according to your group's criteria and one other group's criteria. In Reflection, reflect on your experience: What is easy? hard? What could you apply from the ones you already use? Were there features you had trouble finding?

## 17. What happens when we run code?

### ! Important

We reviewed the [solution to updating your assignment action](#) and how to [create issues for missing dates](#)

### 17.1. Starting the CPU Emulator

Linux/MacOS

Windows

In your terminal:

```
cd nand2tetris/tools
```

and then

```
bash CPUEmulator.sh
```

and it will open a new window

For more on how the emulator works see the [CPU Emulator Tutorial](#).

For much more detail about how this all works [chapter 4](#) of the related text book has description of the machine code and assembly language.

### 17.2. Loading a program

We're not going to do project 5, which is to build a CPU, but instead to use the test programs designed to check if your personally build CPU works with the CPU Emulator they provide to *understand* a simple canonical CPU.

We're going to use the test cases from the book's project 5:

1. Load Program
2. Navigate to [nand2tetris/projects/05](#)

### 17.3. How does the computer actually add constants?

We'll use [add.hack](#) first.

This program adds constants, 2+3.

It is a program, assembly code that we are loading to the simulator's ROM, which is memory that gets read only by the CPU.

Run the simulator and watch what each line of the program does.

Notice the following:

- to compute with a constant, that number only exists in ROM in the instructions
- to write a value to memory the address register first has to be pointed to what where in the memory the value will go, then the value can be sent there

The simulator has a few key parts:

- address register the **A**
- program counter the **PC**
- the ALU
- the D register

If you prefer to read, see [section 5.2.1- 5.2.6 of nan2tetris book](#)

- This program the first instruction puts 2 in the address register from the instructions in ROM.
- Then it moves the 2 through the ALU to the data register (D)
- then it puts 3 on the address register
- then it adds the numbers at D and A
- then it puts 0 on the address register
- then it writes the output from the ALU (D) to memory (at the location indicated by the A register)

## 17.4. The max between two numbers

To compute the maximum value **max.hack**:

- subtracts the two numbers
- compares the difference to 0
- jumps to different lines based on if that difference is >0 or not
- assigns the address register a value accordingly
- copies one of the two values to the new location

### Note

This program assumes the two values to compare already exist in memory, the program does not set them. To test it, try changing the values in memory locations 0 and 1.

## 17.5. Prepare for Next Class

there will be time to work on this at the start of class

1. In fractionalbinary.md use 8 bits to represent the following numbers by using 4 bits as usual (8,4,2,1) and the other 4 bits are 1/2, 1/4, 1/8, 1/16th:

- 1.5
- 12.75
- 7.5625
- 15.9375

## 17.6. Badges

**Review**      **Practice**

1. Run and examine how rect.hack and max.hack in the [nand2tetris/projects/05/](#) folder work. Make notes and answer the questions below in assemblyexplore.md.

- 1. Write an excerpt of code in a high level compiled language that would compile into this `max.hack`
  - 1. What does rect.hack do?
  - 1. What did you learn trying to figure out how it works?

## 17.7. Experience Report Evidence

no separate evidence

## 17.8. Questions After Today's Class

### 17.8.1. What would assembly code look like for a computer with a good memory management system (not being able to access @0 or @1 without checks that things exist there of the correct type)?

That does not exist, the high level language does that and passes it to assembly already corrected. This is one of the reasons we have high level languages, to abstract away these details so that we do not have to think about the low level details of the computer all the time.

### 17.8.2. Are we able to use old memory after we over write it?

Yes!

### 17.8.3. What should I understand when simulating as I was not grasping the concepts

Apply your tracing skills, follow what the steps are. Try to answer the following questions:

- How does information flow through the computer?

- How does the assembly compare to a high level programming language?

#### **17.8.4. How prevalent is this in the working world ?**

A more complex version of this happens every time any code is executed. If the question is how many jobs work at this level, any jobs working at the hardware interface, building new devices would work with these ideas directly.

However even higher level things like optimizing your own code, even with the assistance of an optimizer relies on you understanding that all of this happens. This simplified version is enough for you to get ideas and look up details later.

#### **17.8.5. How do different assembly instructions interact with each component in more complex programs?**

A more complex program would compile into a longer assembly instruction list.

#### **17.8.6. For purposes of efficiency, when the developers are writing built in libraries for their languages, do they write these in assembly?**

Typically, no, you still write it in at least a C or Rust type high level language and then use an optimized compiler to distribute it optimized. People who work most with assembly would be those writing compilers.

#### **17.8.7. Is it likely we have to write in assembly in our future jobs**

No, the goal here is that you should know that your code will be expanded into more steps and what the types of operations that the computer can actually execute are so that you can make good choices.

For example, even if using an AI to write code you might use a tool like [copilot arena](#) to get multiple options from LLMs and then you need to choose which one is best. The more you understand about what the computer does the better you will be at choosing a good one, or knowing when to reject what the AI gave you and ask it for something better.

### **18. How does a computer represent non integer quantities?**

#### **18.1. prepare work**

1. In fractionalbinary.md use 8 bits to represent the following numbers by using 4 bits as usual (8,4,2,1) and the other 4 bits are 1/2, 1/4, 1/8, 1/16th:

- 1.5
- 12.75
- 7.5625
- 15.9375

1. Add to your file some notes about the limitations of representing non integer values this way. How much would using more bits help with, what limitations are not resolved by adding more bits. For example, how could you represent .1?

- 1.5

0001.1000

- 12.75

1100.1100

- 7.5625

0111.1001

- 15.9375

1111.1111

- floating point
- IEEE double format

## 18.2. Prelude

What do we mean by representation?

### 18.2.1. negative numbers

we use one bit to represent the sign. and then we have two choices for the rest of the bits:

| representation   | how to negate        | how to read                               |
|------------------|----------------------|---|
| ones complement  | flip all the bits    | note the sign, flip all the bits back     |
| two's complement | flip the bits, add 1 | note the sign, flip all the bits, add one |

Try it out on [integer exposed](#)

For example, set it to 3 and then use the  button to flip the bits and add one by flipping the 0 in the ones place to a 1 (add one), that ends up at -3

so in 8 bit signed integer 3 is 00000011 and -3 is 11111101.

Try a few other cases in [integer exposed](#)

Two's complement is the most common

## 18.3. What about a fixed point for fractions?

Let's experiment with an 8 bit representation with 1 bit for sign and then the next 4 used for the part of the number greater than 0 and the last 3 for the fractional part.

would be

```
0-1000-001
```

positive, 8.1

## 18.4. How many total numbers can we represent?

in this then we can represent the numbers 0-8 for the right hand side and 0-15 on the left hand side so we get

we can visualize values with [memory spy](#)

We can visualize this in code using a little Python if we want:

```
import itertools
num_list = [str(n+f) for n,f in itertools.product(range(16),[i/10 for i in range(10)])]
', '.join(num_list) + ', '.join(['-' + n for n in num_list])
```

```
len(num_list)*2
```

This is far fewer different values than we could represent with 1 bit for sign and 7 bits to represent integers

```
(2**7)**2
```

Another way we could represent numbers with a fixed point, is to use base two fractions:  $\frac{1}{2}, \frac{1}{4}, \frac{1}{8}$  etc.

In this fixed point we would have, for example: `0101.1010` would be \$

$$0 * 2^3 + 1 * 2^2 + 0 * 2^1 + 1 * 2^0 + 1 * \frac{1}{2^{-1}} + 0 * \frac{1}{2^{-2}} + 1 * \frac{1}{2^{-3}} + 0 * \frac{1}{2^{-4}} = 4 + 1 + \frac{1}{2} + \frac{1}{8} = 5 + \frac{5}{8} = 5.625$$

In this case we still have a small range of numbers, but it's a different set of possible numbers.

## 18.5. Floating Point Notation

We can write numbers in many different forms. We have written integers through many different bases so far.

For example in scientific contexts, we often write numbers (in base 10) like:

$$3.45 \times 10^2 = 345$$

We can use a similar form to represent numbers in binary. Using base 2 instead of base 10.

## 18.6. Floating point numbers are not all exact

Let's look at an example, we add `.1` together 3 times, and we get the expected result.

```
.1 + .1 + .1
```

However, if we check what it's equal to, it does not equal `.3`

```
.1 + .1 + .1 == .3
```

This is because the floating point representation is an *approximation* and there are multiple full numbers that are close to any given number that cannot be expressed exactly. However, the display truncates since usually we want only a few significant digits.

Even rounding does not make it work.

```
round(.1,1) + round(.1,1) + round(.1,1) == round(.3,1)
```

### ! Important

This matters because we cannot rely on equality tests for floats

Instead, we use subtraction and a tolerance:

```
(.1+.1+.1 - .3) < .0001
```

```
True
```

```
round(.1 + .1 + .1, 1)
```

```
.1
```

```
num = .1
```

```
num
```

## 18.7. Floating point IEEE standard

Now, let's see how these numbers are actually represented.

[float.exposed](#)

**IEEE Floating Point** is what basically everyone uses, but it is technically a choice hardware manufacturers can make.

- Initially in 1985
  - Revised in 2008 after 7 year process that expanded
  - revised in 2019 after 4 year process that mostly added clarifications
  - Next revision is projected to 2028.

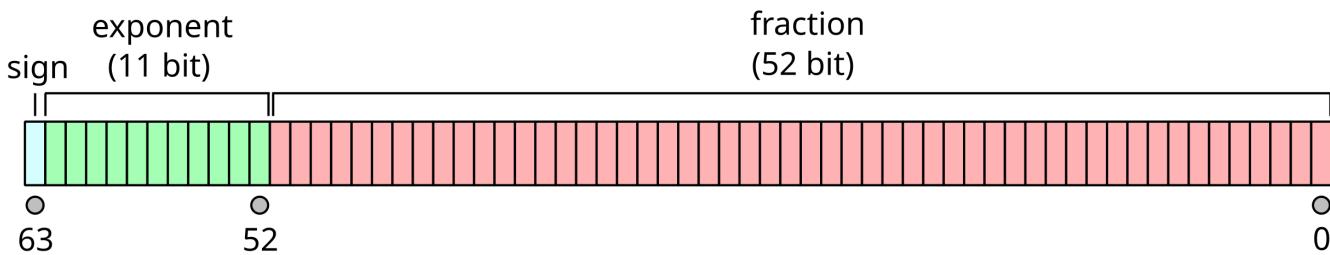
## Note

IBM mainframes use their own representation based on Hex\*

this is a double precision float or binary64 in the current standard.

it was called double in the original, officially, so it is commonly called that still, even though it is no longer the formally correct name.

In this case we will 1 bit for sign, 11 for exponent and 52 for the fraction part



### **18.7.1. How do we read a number like this?**

if the sign bit is  $s$  and the number represented by the exponent bits is  $e$  and the 52 bits are number from right most is 0 and the last one is 52.

$$(-1)s \times \left(1 + \sum_{i=1}^{52} b_{52-i} 2^{-i}\right) \times 2^{e-1023}$$

Note that this is  $2^{-1}$  so we are working with *fractions* instead of integers in the sum.

So if we had:

it would represent:

$$(-1)*0 + (1 + 0 \cdot 2^{-0} + 0 \cdot 2^{-1} + \dots + 0 \cdot 2^{-51} + 0 \cdot 2^{-52}) \times 2^{1023-1023} = 0 + (1 + 0) \times 2^0 = 1 \times 1 = 1.0$$

So, for

0 0111111111 01000

following the equation, we get:

$$(-1)*0 + (1 + 0 \cdot 2^{-1} + 1 \cdot 2^{-2} + 0 \cdot 2^{-3} + \dots + 0 \cdot 2^{-51} + 0 \cdot 2^{-52}) \times 2^{1023-1023} = 0 + (1 + \frac{1}{4}) \times 2^0 = 1.25 \times$$

`0b0111111111`

```
float.hex(1.5)
```

0b0111111000-1023

### 18.7.2. Why use e-1023 for the exponent?

2 \* \* 11

2048

so 1023 is half -1, this means that we split the possible range of numbers that we can represent in the exponent to positive and negative, meaning the whole expression  $2^{e-1023}$  ranges from large( $2^{1025}$ ) to small( $2^{-1023}$ )

### 18.7.3. How do we get numbers into this form?

Now, let's return to our example of .1.

First we take the sign of the number for the sign bit, but then to get the exponent and fraction, we have more work to do.

Let's take the equation we had from the standard:

$$\left(1 + \sum_{i=1}^{52} b_{52-i} 2^{-i}\right) \times 2^{e-1023}$$

If we think about the fraction and how we add fractions, by reaching a common denominator. Since they're all powers of two, we can use the last one.

$$\left(1 + \sum_{i=1}^{52} b_{52-i} 2^{-i}\right) \times 2^{e-1023}$$

and we can expand the sum to a different notation for visual clarity

$$\left(1 + \frac{b_{52}}{2^1} + \frac{b_{51}}{2^2} + \dots + \frac{b_1}{2^{51}} + \frac{b_0}{2^{52}}\right) \times 2^{e-1023}$$

And apply a common denominator:

$$\left(\frac{2^{52}}{2^{52}} + \frac{2^{51}b_{52}}{2^{52}} + \frac{2^{50}b_{51}}{2^{52}} + \dots + \frac{2^1b_1}{2^{52}} + \frac{2^0b_0}{2^{52}}\right) \times 2^{e-1023}$$

So then this becomes a binary number with 53 bits (the  $52 + 1$ ) and a denominator of  $2^{52}$ , let's call that number  $J$  so we have::

$$\frac{J}{2^{52}} \times 2^{e-1023}$$

we can then combine the powers of 2.

$$\frac{J}{2^{52-e+1023}} = \frac{J}{2^N}$$

So in order to return to our [.1](#) that we want to represent, we can represent it as a fraction and then approximated it in the form above.

$$\frac{1}{10} \approx \frac{J}{2^N}$$

**this means approximately equal to**

after some manipulation:

$$J = 2^N / 10$$

Since we want to use exactly 53 bits to represent  $J$ , we want  $\frac{2^N}{10}$  to be greater than or equal to  $2^{52}$  and less than  $2^{53}$ .

$$2^{52} \leq \frac{2^N}{10} < 2^{53}$$

To figure out the  $N$  above, let's focus on the center and then 10. First we will note that the center is not, but the bounds are both powers of two. So we find the powers of two that are just above and just below 10:

$$8 < 10 < 16$$

which can be re-written:  $2^3 < 10 < 2^4$

and again we can invert, to rewrite that:

$$\frac{1}{2^4} < \frac{1}{10} < \frac{1}{2^3}$$

(larger denominators is smaller numbers if the numerators are the same)

We can then multiply all three parts by  $2^N$ :

$$\frac{2^N}{2^4} < \frac{2^N}{10} < \frac{2^N}{2^3}$$

and simplify the outer ones to only have a single exponent

$$2^{N-4} < \frac{2^N}{10} < 2^{N-3}$$

so, returning to our original goal:

$$2^{52} <= \frac{2^N}{10} < 2^{53}$$

and combining it with the above, we can say  $2^{52} = 2^{N-4}$  and that  $2^{N-3} = 2^{53}$  and since both of these work out to  $N = 56$  that is the best  $N$

We can confirm this in a calculator

```
2**52 <= 2**46/10 < 2**53
```

False

Now we can get the number we will use for  $J$ . We want to get as close to .1 with our fraction as possible, so we get the quotient and remainder, the quotient will be the number we use, but we use the remainder to see if we round up or not

```
q, r = divmod(2**56, 10)
```

Then we check the remainder to decide if we should round up by 1 or not.

r

$6 > 5 = \frac{10}{2}$  so we round up

q+1

then we can check the length in bits of that number

```
len(bin(q+1))-2
```

```
len(bin(q+1) )-2
```

```
NameError                                 Traceback (most recent call last)
Cell In[4], line 1
----> 1 len(bin(q+1))-2

NameError: name 'q' is not defined
```

```
bin(q+1)
```

We need  $52 - e + 1023 = 56$  so

```
52-56+1023
```

Now let's confirm what we found with the actual representation:

Python doesn't provide a binary representation of floats, but it does provide a hex representation.

```
float.hex(.1)
```

THat matches this for the part before the p. `0b1 1001 1001 1001 1001 1001 1001 1001 1001 1001 1001 1001 1001 1001 1001 1010`

after the p is the exponent of  $-4 = 1019 - 1023$ . Which matches the approximation we found.

We can also test by computing

```
(q+1)/2**56 == .1
```

this confirms that the approximaiton we found is the same as the float representation of .1.

```
format(.1, '.17f')
```

## 18.8. Questions

### 18.8.1. How did they find the equation for the floating point standard?

Over time, people tried differnt thigns and this one stuck.

More detail on the development could be a good explore topic.

### 18.8.2. Did we guess and checkt o finnd the 56?

No, we derived it. I added some extra detail on the steps above.

### **18.8.3. Why is there different formats for the binary floating point IEEE standard again?**

Standards are typically followed, there are generally multiple ways to do something.

IBM mainframes use another format, more is a good explore topic

### **18.8.4. What is the difference between float and double?**

Both are the same standard, float historically was 32 and double was 64, but now that computers have mostly 64 bit processing, this distinction is ambiguous.

### **18.8.5. Where can I learn more?**

The wikipedia on [floating point](#) is a good place to start, and then its references

### **18.8.6. How are legacy systems able to interact with current ones in some cases, even if they may use fewer bits?**

Data gets lost and not all are actually compatible.

## **19. How can we use logical operations?**

### **19.1. Why do we need to think about bitwise operations?**

Understanding them is prereq to what we will see today and that will help you understand hardware overall.

You of course will not *need* every single thing we teach you in every single class.

- Seeing topics once at least is the only way you can make an informed decision to study a topic deeper or not.
- Seeing a topic in more detail than you will use all the time actually helps you build intuition, or deep understanding, of the topic overall, and help you remember what you need to remember

### **19.2. Bitwise operators review**

- `&` : and
- `|` : or
- `^` : xor
- `~` : not
- `>>` : shift right
- `<<` : shift left

Let's review truth tables for and, or, and xor.

Table 19.1 AND

| a | b | output |
|---|---|--------|
| 0 | 0 | 0      |
| 0 | 1 | 0      |
| 1 | 0 | 0      |
| 1 | 1 | 1      |

Table 19.2 OR

| a | b | output |
|---|---|--------|
| 0 | 0 | 0      |
| 0 | 1 | 1      |
| 1 | 0 | 1      |
| 1 | 1 | 1      |

Table 19.3 XOR

| a | b | output |
|---|---|--------|
| 0 | 0 | 0      |
| 0 | 1 | 1      |
| 1 | 0 | 1      |
| 1 | 1 | 0      |

In order to implement more complex calculations, using gates, we can use these tables as building blocks compared to the required output.

There are more gate operations; you can see a simulation for [16 gates](#)

## 19.3. Adding with gates

Let's review adding binary numbers.

**remember, binary is a place-based system like the decimal placed based system you are likely familiar with**

Since binary is place-based adding with binary follows the same basic algorithm

- work right to left (smallest to largest place values)
- add the two values in a given place
- carry to the next place if  $>=2$

$$101 + 100 = 1001$$

We first add the ones place and get a 1, then the two's place and get a zero then the 4's place and get 0 with a carried one.

$$010 + 011 = 101$$

In this case in the ones place we add  $0 + 1$  to get one, the two ones add to 0 with carry then  $1 + 0 + 0$  gives another 1.

let's make a truth table for adding two bits.

*Table 19.4 Add*

| a | b | a+b 2's | a+b 1's |
|---|---|---------|---------|
| 0 | 0 | 0       | 0       |
| 0 | 1 | 0       | 1       |
| 1 | 0 | 0       | 1       |
| 1 | 1 | 1       | 0       |

Now, what gate can we use to get the output 1's place bit and what gate can we use to get the output 2's place bit by comparing to the truth tables above.

It turns out the one's place is an xor gate, and the two's place is an and gate.

This makes up the [half adder, try one out at this simulator.](#)

So this lets us as two bits, but what about adding a number with more bits?

We can put multiple together, but there's one more wrinkle: the carry.

That's what makes a [full adder](#) different. It adds three single bits, or a carry and two bits and outputs the result as a sum bit and a carry bit.

Then we can link many of those together to get an [8 bit ripple adder](#).

Alternatively, we can "lookahead" with the carry bit, passing it forward multiple places all at once, as shown in this [4 bit carry lookahead adder](#).

### 19.3.1. Time vs space

Then we can link many of those together to get an [8 bit ripple adder](#).

Alternatively, we can “lookahead” with the carry bit, passing it forward multiple places all at once, as shown in this [4 bit carry lookahead adder](#).

## 19.4. Why do this?

Working through this example also reinforces not only the facts of how the binary works so that you can understand *how* a computer works. Working with these abstractions to break down higher level operations into components like this (addition is a more complex operation than `and` or `xor`) help you see how this can be done.

Sometimes you have low level problems like resource constraints and bitwise operations can be useful.

We may not do this all the time, but when we need it, we need it.

for example, consider how to swap two values.

Assume we have two variables `a` and `b` initialized like:

```
a =4  
b =3  
a, b
```

(4, 3)

The sort of intro to programming way to swap them uses a third variable:

```
tmp = a  
a= b  
b = tmp  
a, b
```

(3, 4)

Let's reset them

```
a =4  
b =3  
a, b
```

(4, 3)

### Tip

Little tricks like this are sometimes the type of questions that get used in interviews, not that you should memorize all of the puzzle question answers, but that if you understand **all** of the concepts, you will be able to solve these sort of things in an interview

With bitwise operations we can swap them without a 3rd variable.

```
a = a^b  
b = b^a  
a = a^b  
a, b
```

(3, 4)

If we implement this with only 3 bits we have a 1,2,4 places.

A

1

0

0

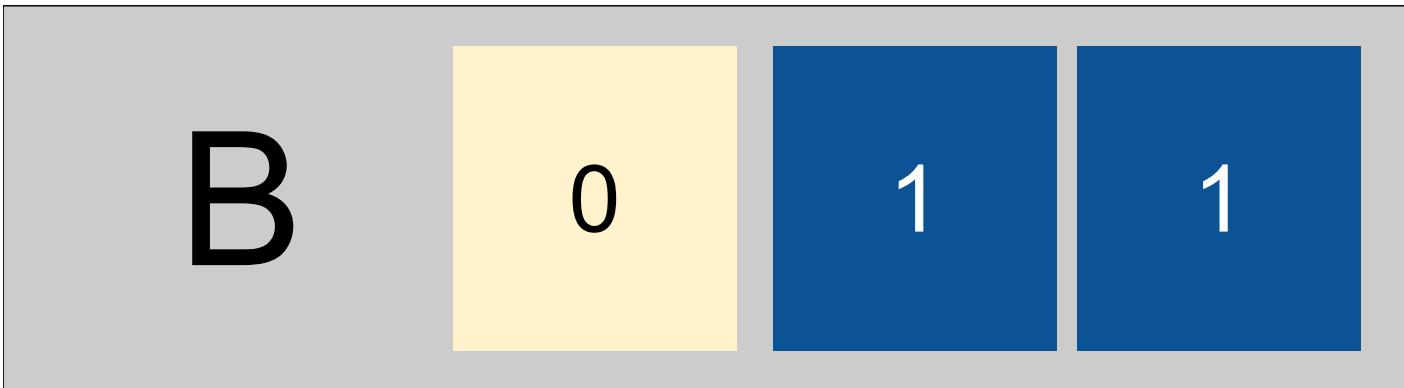
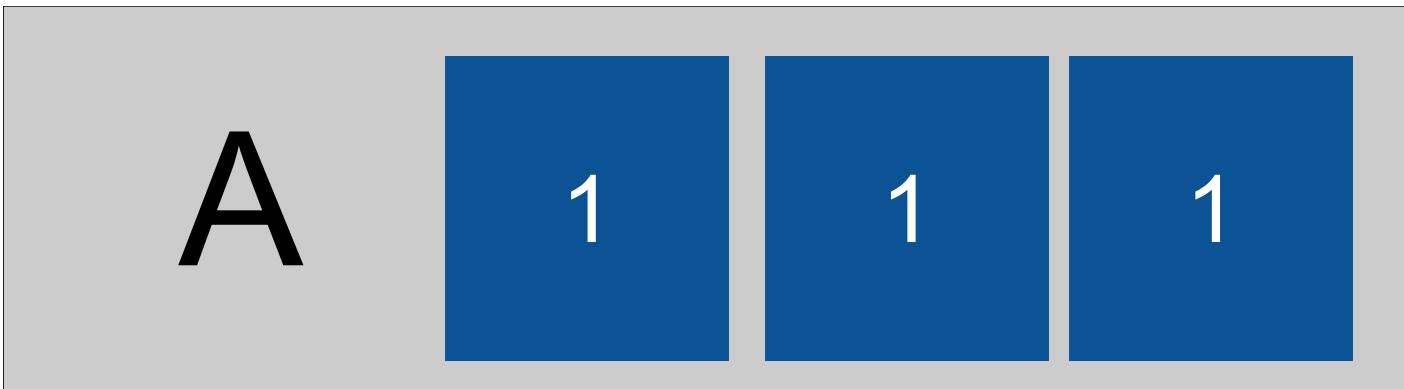
B

0

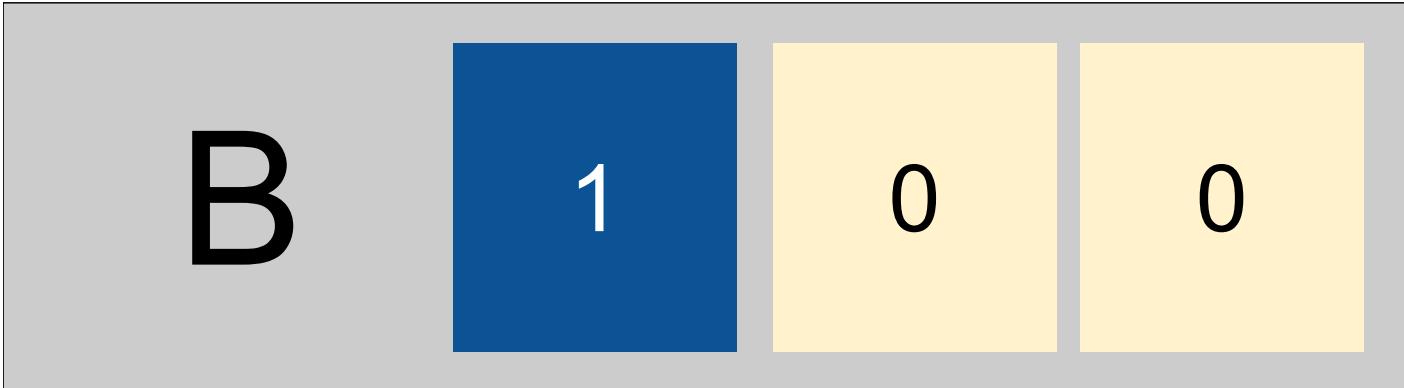
1

1

Then we xor each bit and store the result in the first register (our a variable)



and next we xor again and store in b



now the 4 has moved from A to B. If we xor one more time and store that in A,

A

0

1

1

B

1

0

0

```
b =874  
a = 87435  
a = a^b  
b = b^a  
a = a^b  
a, b
```

(874, 87435)

💡 Tip

An explore idea on this topic is to work with a hardware descriptive language like verilog or vhdl

## 19.5. Experience Report Evidence

## 19.6. Questions after class

### 19.6.1. How does a computer relate this process to decimals/negative numbers; basically things that aren't just integers?

We saw floats last week, it's also a place based even in floating point, so it still works.

## **19.6.2. Can a full adder be cascaded to add numbers larger than three bits?**

A full adder adds, 3 1-bit numbers, and yes it can be cascaded to add more than one bit.

## **19.6.3. Does the alignment of logic gates whether series/parallel impact performance, as in other electrical components like resistors, transistors, etc, alignment does matter?**

They need to be organized in the right way to execute the operation that you want.

## **19.6.4. Why did we learn temp variable swap?**

That requires less contextual knowledge, like xor, in some way and less math. It also helps teach the concept of variables, which is the main thing we want people to learn in intro classes.

## **19.6.5. When will physical limitations of computing be reached?**

This is a good explore topic.

## **19.6.6. Is doing 64 bits just the same expanded?**

Yes, we only looked at up to 8 bits because it is tractable to look at.

# **20. What is a computer?**

`++{"lesson_part": "main"}`

- how, physically, do we get the components we have seen?
- what other components do we need?
- how are those implemented

How have computers changed over time?

- at the physical level
- what was the context and motivation for these advances?
- how does that context influence how we use computers today?
- how does that influence computing as a discipline?

## **20.1. Let's start with a dictionary**

[we can start with a dictionary](#)

- note that this starts with reference to a person.

### 20.1.1. Computers as people

and this text this particular dictionary is useful because it also includes where does the term originated like where does in that particular usage start appearing and so these are these are pretty all right this is starting 1646 1707

- Use of the word computer to refer to the person still common how recently 1950s
- the movie [hidden figures](#) is available on Disney+ with subscription or other streaming platforms for ~\$4 streaming rental.
- the book [hidden figures](#) is available at URI's library

### 20.1.2. Computers as Machines

Computers as machines started later. We started with mechanical, analog and then moved to electronic and then digital.

### 20.1.3. How much do we talk about computers?

[how much do we talk about them changes over time](#)

## 20.2. Mechanical Calculators

how do we actually like physically make it be machine



He was 18 and his father was a tax commissioner in France and he wanted to like reduce his father's workload

so he invented this calulator machine and received royal privilege from France in 1649 to be only person allowed to build a manufactured Computing a calculator is like mechanical calculators

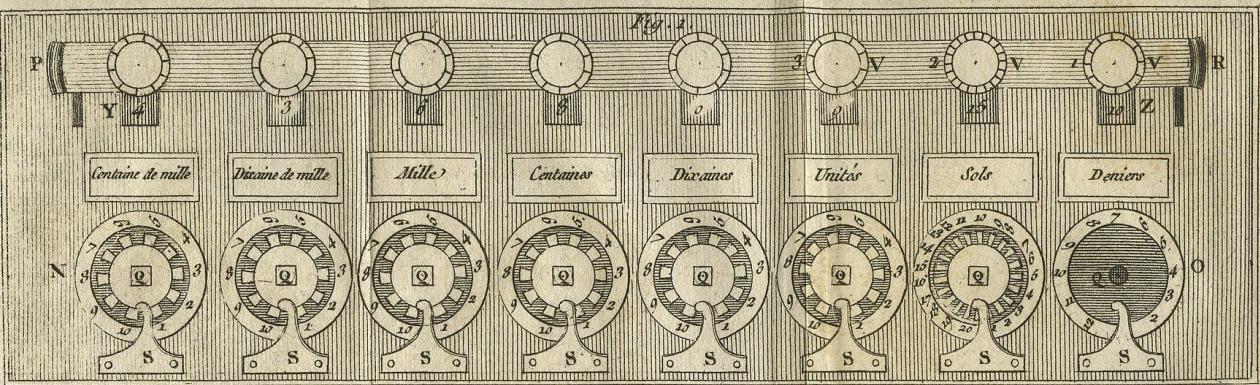
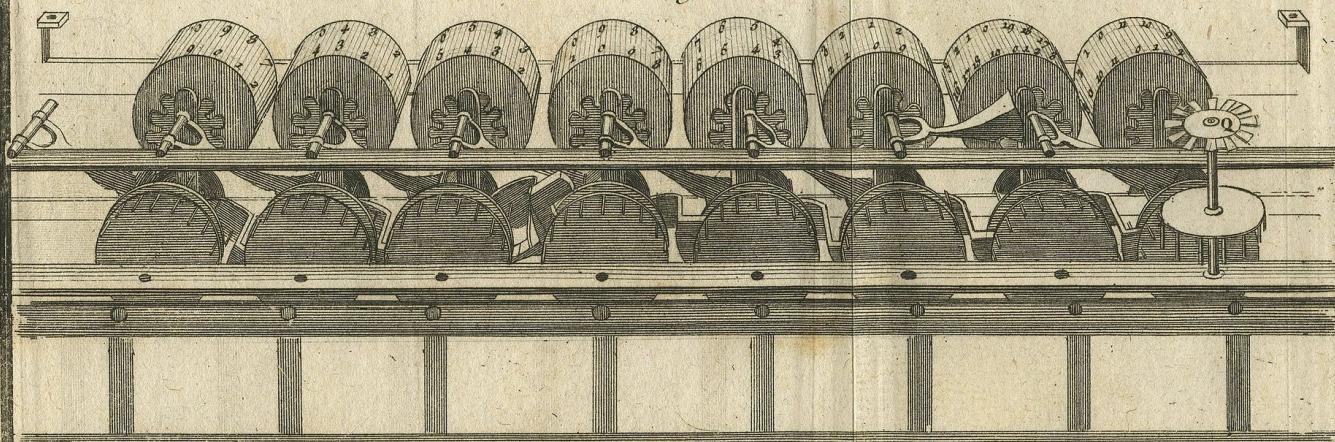


Fig. 2.



L. B. Brûlart del et Sculp.

2.

Tom. IV.

Contrast this royal privilege with the 1970s where in resolving some other conflict, a court that declared the content of the computer cannot be copyrighted and it's free for anyone to use the concept of a computer

## 20.3. How did this change over time?

calculators that are still analog so they're still working with mechanical systems using Waze electricity becomes easier

## 20.4. Timeline of Computing

[timeline of computing](#)

### 20.4.1. So how do these thigns actually work

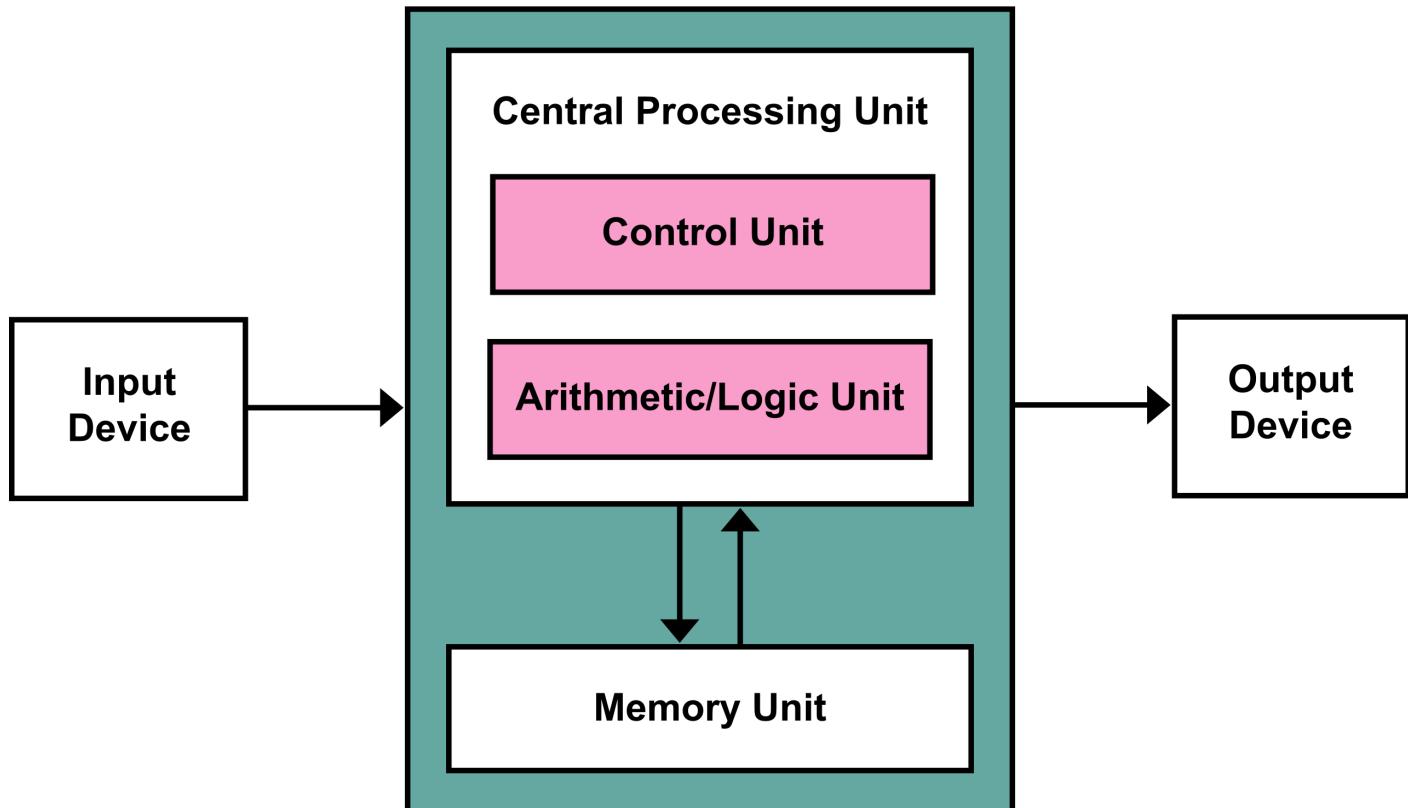
- [We can build an adder mechanically with marbles and wood](#)

As electricity became more available, they realized that in terms of mathematical operations, electrical components resemble springs and switches

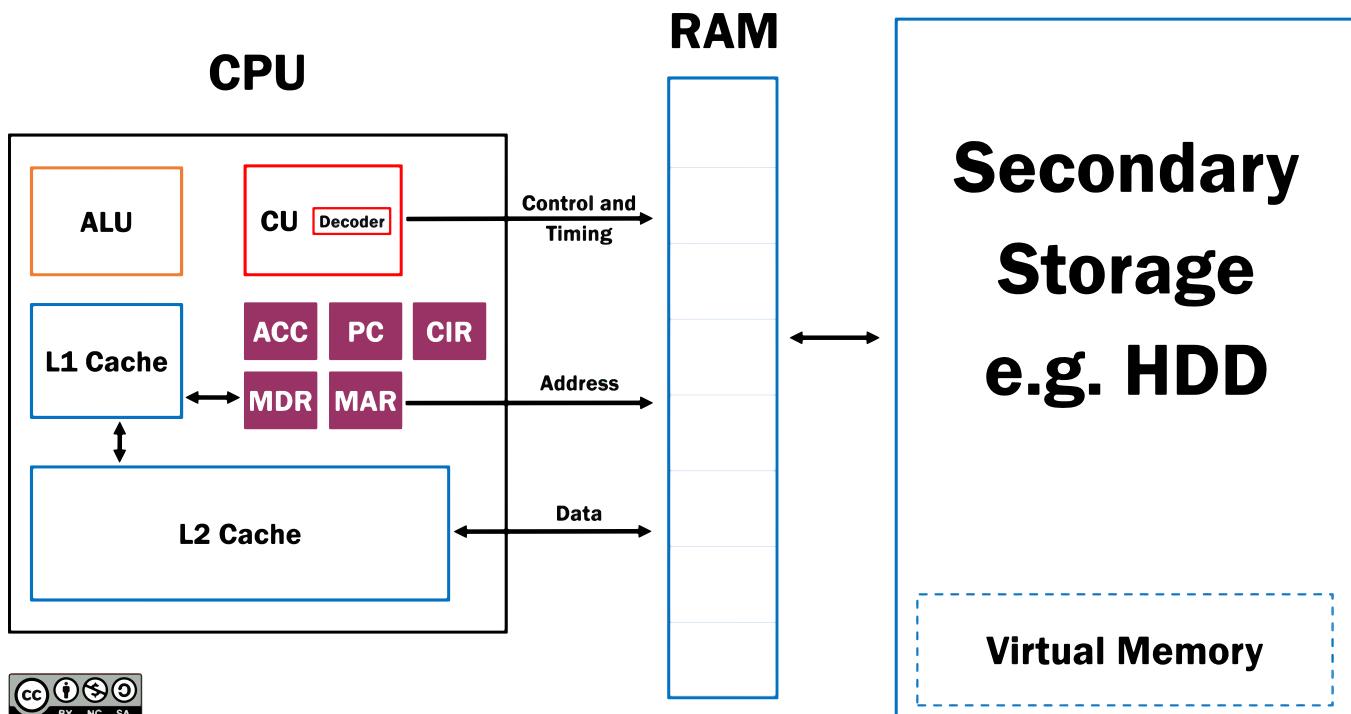
## 20.5. Early Computers

- first vacuum tubes: or diodes
- diodes prevent flow of electricity in one direction and allow in the other. they can be used to create circuits that behave like the logical operations, and create the gates.
- diodes only are easy for  $\&$  and  $\mid$  gates,
- transistors can operate as a switch or amplifier and can also be used to build logic gates
- they're faster, smaller, and better at more types of gates than diodes

## 20.6. von Neumann Architecture



# Computer Systems - Von Neumann Architecture



William Lau - Creative Commons - Attribution - Non Commercial - ShareAlike 4.0 International

## 20.7. Storage

- there are some things we have not yet seen in detail in that diagram
- Ram Is Random Access we can access it whenever we want we can read and write to
- ROM: is read only memory; the instructions are Permanently

In the stored program computers, the programs were in ROM.

The very earliest computers could not store any values without power.

In the stored program computers, the programs were in ROM.

The very earliest computers could not store any values without power.

- Register: data currently processing
- Memory: will be required for processing
- Disk: long term storage

## 20.8. Prepare for Next Class

## 20.9. Badges

Review

Practice

## 20.10. Experience Report Evidence

read through the timeline, add reflections on what historical facts are most interesting and what parts of vonn neuman architecure you are not familiar with.

## 20.11. Questions After Today's Class

### 20.11.1. What is overclocking a computer?

setting it to run faster, it can cause errors.

It speeds up the clock signal, there is a safe amount that this can be done, where the disadvantage is only heat related. If you speed it up too far, it can make errors in certain computations occur.

### 20.11.2. Is it possible to get computers even smaller and more efficient than they are now?

Yes, we have not hit limits yet, but we are close in some ways.

This is a good explore topic.

### 20.11.3. What was the importance of binary code in early computing, and how does binary align with the physics of transistors?

Binary for computers as machines dates back to mechanical comptuers, they were analog, but still used switches, which gives binary.

The transistors allow us to create logical gates, which is well suited for binary.

### 20.11.4. Why did von Neumann end up winning?

This is a good explore topic.

## **20.11.5. How did moving from mechanical parts to electronic parts make a better computers?**

electronic computers were smaller and faster than mechanical computers

## **20.11.6. What is the decisive factor in making a decision for technological improvement over ease of access, how do they decide the threshold of improvement that needs to be met?**

It is not necessarily a clearly driven decision, it is partially margin.

## **20.11.7. Is there a way to access vram ?**

This is a good explore/build topic.

# 21. Abstraction and connecting ideas

## **21.1. Why do we need to know about this?**

- computers are not magic and edge cases help you see that
- in case you want to do high performance programming
- it's good practice with abstraction

## **21.2. Hardware vs Software abstraction**

Abstraction is to remove details and use higher level units



in hardware our abstractions are less leaky because it is less forgiving.

software abstractions can suffer from leaks; think git- it's hard to learn because the abstraction is leaky.

a lot of programming is *designing* abstractions, to get good at making something, you study examples first- good and bad- to learn what to do, and not to do.

### leaky abstractions

- the above is a blog post by one of the co-founders and the 2010-2019 CEO of Stack Overflow [Joel Spolsky](#)

## 21.3. Prepare for Next Class

## 21.4. Badges

Review

Practice

- Find another example of a leaky abstraction (besides git) in programming or a hobby. You can use anything to find the example, but be sure that you understand the abstraction fully. Explain the abstraction and why it is leaky in [leakyabstraction.md](#)

## 21.5. Experience Report Evidence

## 21.6. Questions After Today's Class

# 22. How to store a value

We need a few more components:

- [mux](#) select one of two values
- [flip-flop](#) hold a value until told otherwise

[register](#)

this gives us SRAM which can hold a value as long as the system has power (1963)

## 22.1. another way to physically store a value

DRAM uses one transistor and one capacitor. (SRAM uses 4-6 transistors)

a capacitor holds a charge for a time, but gradually fades, so it has to be refreshed

ROM is a diode matrix traditionally

- hardware encodes the instructions
- cannot be changed without rewiring

PROM

- can be reprogrammed once after device is made
- used for firmware/microcode

(programmable ROM)

## EPROM or EEPROM

- treated like ROM
- can be erased & reprogrammed
- but not infinitely, very limited number of times
- holds value when power goes away, UV light or electricity can re-program

## SRAM:

- is volatile; it needs power to hold a value
- is fast
- takes up more space on the chip (uses 4-6 transistors per bit)
- typically used of cache and internal registers

## DRAM:

- is volatile; it needs power to hold a value
- is slower and requires a refresh
- is small (1 transistor + 1 capacitor per bit) and space efficient
- used for the main RAM

## Flash memory

- non-volatile; holds a value without power, can be electrically erased and re-programmed
- comprised of memory “cells” in layered boards
- memory cells are mosfets - a different type of transistor that retains a state after power is removed and put back
- implemented with EEPROM
- designed for large blocks and limited writes (~10k)
- used for ssd, usb flash drives, smartphones, etc
- slow to write, fast to read

## 22.2. Prepare for Next Class

Preview the [Stack Overflow Developer Survey](#) Technology section parts that are about tools. Create dev\_insights.md with 3-5 bullet points for discussion. These can be facts you found most interesting or questions you have based on the results (it can be clarifying or deeper questions)

## 22.3. Badges

Review

Practice

*this is integrative-2*

1. Add `[conclusion.md]` to your KWL repo. In the file include 2 sections: (1) summary with an overall description of what you learned and how this course was/not helpful to you (paragraph or bullet form is fine) (2) key points with the top 10 things you want to make sure you remember from this class

2. Reflect on how this course impacts programming/debugging skills in [skillup.md](#). You can write this as how you think your own skill has improved **or** as if you are convincing another student to take this class. Touch on at least *three* topics.

## 22.4. Experience Report Evidence

## 22.5. Questions After Today's Class

# 23. How do I choose a Programming Language for a project?

Today we'll explore how programming languages are categorized. Along the way, this will expose what core, generic features of a programming language are.

The key takeaway that I want for your is to have intuition for how to choose a language for a project, not only your favorite, but what is the best for different types of projects.

### 💡 Tip

You should do either the [in groups](#) (if in class) or the [on your own](#) sections below for the x.x.x. For the x.x sections do all of them.

### ❗ Important

Use the makeup workflow with an [ISO formatted date](#) (YYYY-MM-DD) if you work asynchronously. If in class you can do a regular experience badge.

## 23.1. Comparing languages you know

Tak a few minutes on your own to fill in the follwing table for two languages of your choice. Replace the [`<language>`](#) with two languages that you are familiar with. Add two additional rows. You can do this by memory, or by looking up/discussing. If you look things up, be sure to use reputable sources and include links to them.

In class you can work on this on a whiteboard or on your computer.

| feature           | <language1> | <language2> |
|-------------------|-------------|-------------|
| use of whitespace | Text        | Text        |
| list/array types  |             |             |
| variable typing   |             |             |
| memory usage      |             |             |

### **23.1.1. In groups**

Share your table with some classmates and then discuss how they are similar and different.

Together, produce a list of questions for what other things you would want to know about how programming languages compare. All of you should include the collaboratively developed list in your experience report.

### **23.1.2. On your own**

Think of a few questions about how you might compare programming languages.

Try to find high quality answers for them, from reputable sources. You can use an AI to find preliminary answers, but you need to find high quality sources to fact check and make sure you do not confuse yourself with incorrect information from a chatbot

## **23.2. Learn more**

Read the following

- What is the study of programming languages? [intro to PL](#)
- [why so many languages blog post](#)
- [feminism in programming language design](#)

### **23.2.1. In groups**

You can divide the sources up and then discuss.

Discuss the readings, in particular:

- what you found most interesting
- was anything new to you?
- what do you want to remember most or learn more about?

### **23.2.2. On your own**

Add notes on broader patterns below your table in your experience report based on reading the sources above.

Answer each of the following questions with specific references to the readings:

- what you found most interesting
- was anything new to you?
- what do you want to remember most
- what do you want to learn more about?

## 23.3. PL in Developer Survey

Resources:

- the most recent [developer survey// languages section](#)
- Additional reading about the languages from their official references if needed to answer the following questions.

### 23.3.1. With classmates

First discuss your prepare work then go back to the survey results to find more information and answer the following.

Discuss the findings to answer the following questions. This discussion should be at least 10-15 minutes including looking up information about different languages. As a group, you may divide and conquer this research.

- what is surprising?
- what did you expect?
- what do the popular languages have in common?
- what do the dreaded languages have in common?
- How are popular vs dreaded languages different? What features might be the cause for making a language dreaded?
- How to used languages differ from less commonly used languages? What features might be the cause for making a language popular?
- How have things changed since 2011?

Include (shared) notes from the discussion in your experience report. Reflect (individually) on a few key points (2-3 bullet points) from the discussion in your experience report for today.

### 23.3.2. On your own

Include answers to the following questions in your experience report for today.

- what is surprising?
- what did you expect?
- what do the popular languages have in common?
- what do the dreaded languages have in common?
- How are popular vs dreaded languages different? What features might be the cause for making a language dreaded?
- How to used languages differ from less commonly used languages? What features might be the cause for making a language popular?
- How have things changed since 2011?

Reflect on how you might use this information when deciding what language to learn next based on this information.

## 23.4. Prepare for Next Class

Enjoy your break. Get some rest.

(this is just here to not break scripts, no prepare work)

## 23.5. Badges

Review

Practice

1. Choose two languages from the [desired admired list](#). This could be a highly admired and least desired; it could be one with a small gap and one with a large gap. Read a few posts about each language and try to figure out why it is/not admired or desired. Summarize your findings. Include links to all of the posts you read in a section titled `## Sources` in your markdown file. For each source, make a bulleted list with some notes about the author's background and any limitations that might put on the scope of their opinions. (for example, a data scientist's opinion on languages is very valuable for data science, but less for app development) Add this to your kwl repo in [language\\_love\\_dread.md](#).

## 23.6. Experience Report Evidence

## 23.7. Questions After Today's Class

## KWL Chart

### Working with your KWL Repo

#### ! Important

The `main` branch should only contain material that has been reviewed and approved by the instructors.

1. Work on a specific branch for each activity you work on
2. when it is ready for review, create a PR from the item-specific branch to `main`.
3. when it is approved, merge into main.

Tip

You can...

## Minimum Rows

#### ⚠ Warning

To be updated

## **Required Files**

This lists the files for reference, but mostly you can keep track by badge issue checklists.

| date       | file  | type       |
|------------|---|------------|
| 2024-09-10 | brain.md  | /_practice |
| 2024-09-12 | gitoffline.md   | /_review   |
| 2024-09-12 | gitoffline.md   | /_practice |
| 2024-09-17 | branches.md   | /_review   |
| 2024-09-17 | branches-forks.md   | /_practice |
| 2024-09-19 | terminal_review.md  | /_review   |
| 2024-09-19 | software.md   | /_prepare  |
| 2024-09-24 | terminal_organization_adv.md  | /_practice |
| 2024-09-26 | software.md` about how that project adheres to and deviates from the unix philosophy. Be specific, using links to specific lines of code or specific sections in the documentation that support your claims.<br>Provide at least one example of both adhering and deviating from the philosophy and three total examples (that is 2 examples for one side and one for the other). You can see what badge `software.md |            |
| 2024-10-01 | commit-def.md   | /_review   |
| 2024-10-08 | workflows.md  | /_practice |
| 2024-10-08 | gitdef.md   | /_prepare  |
| 2024-10-08 | idethoughts.md  | /_prepare  |
| 2024-10-08 | workflows.md  | /_practice |
| 2024-10-08 | favorite_git_workflow.md  | /_review   |
| 2024-10-10 | gitcounts.md  | /_review   |
| 2024-10-10 | gitcounts_scenarios.md  | /_practice |
| 2024-10-10 | hash_num_prep.md  | /_prepare  |
| 2024-10-17 | gitplumbingreview.md  | /_review   |
| 2024-10-17 | gitplumbingdetail.md  | /_practice |
| 2024-10-17 | gitislike.md  | /_practice |

| date       | file                   | type       |
|------------|------------------------|------------|
| 2024-10-24 | hpc.md                 | /_practice |
| 2024-10-24 | hpc.md                 | /_review   |
| 2024-10-31 | settingssync.md        | /_practice |
| 2024-11-07 | floatexpt.md           | /_practice |
| 2024-11-07 | fractionalbinary.md    | /_prepare  |
| 2024-11-12 | operators.md           | /_prepare  |
| 2024-11-12 | addertypes.md          | /_practice |
| 2024-11-14 | systemsabstractions.md | /_practice |
| 2024-11-26 | newlanguage.md         | /_practice |
| 2024-11-26 | dev_insights.md        | /_prepare  |

## Team Repo

### ⚠ Warning

We will not use this in spring 2024

## Contributions

Your team repo is a place to build up a glossary of key terms and a “cookbook” of “recipes” of common things you might want to do on the shell, bash commands, git commands and others.

For the glossary, follow the [jupyterbook](#) syntax.

For the cookbook, use standard markdown.

to denote code inline `use single backticks`

`to denote code inline `use single backticks``

to make a code block use 3 back ticks

```
```
to make a code block use 3 back ticks
```
```

To nest blocks use increasing numbers of back ticks.

To make a link, [\[show the text in squarebrackets\]\(url/in/parenthesis\)](#)

## Collaboration

You will be in a “team” that is your built in collaboration group to practice using Git Collaboratively.

There will be assignments that are to be completed in that repo as well. These activities will be marked accordingly. You will take turns and each of you is required to do the initialization step on a recurring basis.

This is also where you can ask questions and draft definitions to things.

## Peer Review

If there are minor errors/typos, suggest corrections inline.

In your summary comments answer the following:

- Is the contribution clear and concise? Identify any aspect of the writing that tripped you up as a reader.
- Are the statements in the contribution verifiable (either testable or cited source)? If so, how do you know they are correct?
- Does the contribution offer complete information? That is, does it rely on specific outside knowledge or could another CS student not taking our class understand it?
- Identify one strength in the contribution, and identify one aspect that could be strengthened further.

Choose an action:

- If the suggestions necessary before merging, select **request changes**.
- If it is good enough to merge, mark it **approved** and open a new issue for the broader suggestions.
- If you are unsure, post as a **comment** and invite other group members to join the discussion.

## Review Badges

### Review After Class

After each class, you will need to review the day's material. This includes reviewing prismia chat to see any questions you got wrong and reading the notes. Review activities will help you to reinforce what we do in class and guide you to practice with the most essential skills of this class, they represent the minimum bar for C level work.

## 2024-09-05

[related notes](#)

Activities:

1. [accept this assignment](#) and join the existing team to get access to more features in our course organization.
2. Post an introduction to your classmates [on our discussion forum](#) (include link to your comment in PR comment, must accept above to see)
3. Read the notes from today's class carefully
4. Fill in the first two columns of your KWL chart (content of the PR; named to match the badge name)

## 2024-09-12

[related notes](#)

Activities:

Any steps in a badge marked **lab** are steps that we are going to focus in on during the next lab time. Remember the goal of lab is to help you complete the work, not add additional work. The lab checkout will include some other tasks and then we will encourage you to work on this badge while we are there to help. Lab checkouts are checked only for completion though, not correctness, so steps of activities that we want you to really think about and revise if incorrect will be in a practice or review badge.

1. Read the notes. If you have any questions, post an issue on the course website repo.
2. Using your terminal, download your KWL repo. Include the command used in your badge PR.
3. Try using setting up git using your favorite IDE or GitHub Desktop. Make a file gitoffline.md and include some notes of how it went. Was it hard? easy? what did you figure out or get stuck on? Is the terminology consistent or does it use different terms?
4. **lab** Explore the difference between git add and git commit: try committing and pushing without adding, then add and push without committing. Describe what happens in each case in a file called gitcommit.md. Compare what happens based on what you can see on GitHub and what you can see with git status.

## 2024-09-12

[related notes](#)

Activities:

Any steps in a badge marked **lab** are steps that we are going to focus in on during the next lab time. Remember the goal of lab is to help you complete the work, not add additional work. The lab checkout will include some other tasks and then we will encourage you to work on this badge while we are there to help. Lab checkouts are checked only for completion though, not correctness, so steps of activities that we want you to really think about and revise if incorrect will be in a practice or review badge.

1. Read the notes. If you have any questions, post an issue on the course website repo.
2. Using your terminal, download your KWL repo. Include the command used in your badge PR.
3. Try using setting up git using your favorite IDE or GitHub Desktop. Make a file gitoffline.md and include some notes of how it went. Was it hard? easy? what did you figure out or get stuck on? Is the terminology consistent or does it use different terms?
4. **lab** Explore the difference between git add and git commit: try committing and pushing without adding, then add and push without committing. Describe what happens in each case in a file called gitcommit.md. Compare what happens based on what you can see on GitHub and what you can see with git status.

## 2024-09-17

[related notes](#)

Activities:

1. Create a merge conflict in your github in class repo and resolve it using your favorite IDE,. Describe how you created it, show the files, and describe how your IDE helps or does not help in ide\_merge\_conflict.md. Give advice for when you think someone should resolve a merge conflict manually vs using an IDE. (if you do not regularly use an, IDE, try VSCode)
2. Read more details about [git branches](#)(you can also use other resources) add branches.md to your KWL repo and describe how branches work, in your own words. Include one question you have about branches or one scenario you think they could help you with.

## 2024-09-19

[related notes](#)

Activities:

1. Update your KWL chart with the new items and any learned items.
2. Clone the course website. Append the commands used and the contents of your `fall2024/.git/config` to a terminal\_review.md (hint: history outputs recent commands and redirects can work with any command, not only echo). Edit the [README.md](#), commit, and try to push the changes. Describe what the error means and which [GitHub Collaboration Feature](#) you think would enable you to push? (answer in the `terminal_review.md`)

## 2024-09-24

[related notes](#)

Activities:

3. **lab** Organize the provided messy folder in a Codespace (details will be provided in lab time). Commit and push the changes. Answer the questions below in your kwl (this) repo in a file called `terminal_organization.md`
4. clone your `messy_repo` locally and append the `history.md` file to your `terminal_organization.md` using a redirect

```
# Terminal File moving reflection

1. How was this activity overall?
1. Did this get easier toward the end?
4. When do you think that using the terminal will be better than using your GUI file explorer?
5. What questions/challenges/ reflections do you have after this?
```

## 2024-09-26

### [related notes](#)

Activities:

1. Read today's notes when they are posted. There are important tips and explanation to be sure you did.
2. Most real projects partly adhere and at least partly deviate from any major design philosophy or paradigm. Review the open source project you looked at for the `software.md` file from before and decide if it primarily adheres to or deviates from the unix philosophy. Add a `## Unix Philosophy <Adherence/Deviation>` section to your `software.md`, setting the title to indicate your decision and explain your decision in that section (pick one). Provide at least two specific examples supporting your choice, using links to specific lines of code or specific sections in the documentation that support your claims.

## 2024-10-01

### [related notes](#)

Activities:

1. Export your git log for your KWL main branch to a file called `gitlog.txt` and commit that as exported to the branch for this issue. **note that you will need to work between two branches to make this happen.** Append a blank line, `## Commands`, and another blank line to the file, then the command history used for this exercise to the end of the file.
2. In `commit-def.md` compare two of the four ways we described a commit today in class. How do the two descriptions differ? How does defining it in different ways help add up to improve your understanding?

## 2024-10-01

### [related notes](#)

Activities:

1. Export your git log for your KWL main branch to a file called `gitlog.txt` and commit that as exported to the branch for this issue. **note that you will need to work between two branches to make this happen.** Append a blank line, `## Commands`, and another blank line to the file, then the command history used for this exercise to the end of the file.
2. In `commit-def.md` compare two of the four ways we described a commit today in class. How do the two descriptions differ? How does defining it in different ways help add up to improve your understanding?

## 2024-10-03

[related notes](#)

Activities:

1. Review the notes, [jupyterbook docs](#), and experiment with the `jupyter-book` CLI to determine what files are required to make `jupyter-book build` run. Make your kwl repo into a jupyter book, by manually adding those files. **do not add the whole template to your repo**, make the content you have already so it can *build* into html. Set it so that the `_build` directory is not under version control.
2. Add `docs-review.md` to your KWL repo and explain the most important things to know about documentation in your own words using other programming concepts you have learned so far. Include in a markdown (same as HTML `<!-- comment -->`) comment the list of CSC courses you have taken for context while we give feedback.

## 2024-10-08

[related notes](#)

Activities:

1. Read about different workflows in git and describe which one you prefer to work with and why in favorite\_git\_workflow.md in your kwl repo. Two good places to read from are [Git Book](#) and the [atlassian Docs](#)
2. Update your kwl chart with what you have learned or new questions in the want to know column
3. In commit\_contents.md, redirect the content of your most recent commit, its tree, and the contents of one blob. Edit the file or use `echo` to put markdown headings between the different objects. Add a title `# Complete Commit` to the file and at the bottom of the file add `## Reflection` subheading with some notes on how, if at all this exercise helps you understand what a commit is.

## 2024-10-10

[related notes](#)

Activities:

1. Analyze the xor hashing algorithm in the notes to determine which properties of a cryptographic hash are/not met. Include your analysis in xorhash.md
2. find 2 more real world examples of using other number systems (either different bases or different symbols and bases) **not mentioned in class** that are currently used. Describe the number system and its usage in numbers.md. Include links to your sources and be sure that the sources are trustworthy.
3. Calculate the maximum number of git objects that a repo can have without requiring you to use more than the minimum number of characters to refer to any object and include that number in gitcounts.md with a title `# Git counts`. How many files would have to exist to reach that number of objects assuming every file was edited in each of two commits? *If you get stuck, outline what you know and then request a review.*

## 2024-10-17

[related notes](#)

Activities:

1. Make a table in gitplumbingreview.md in your KWL repo that relates the two types of git commands we have seen: plumbing and porcelain. The table should have two columns, one for each type of command (plumbing and porcelain). Each row should have one git porcelain command and at least one of the corresponding git plumbing command(s). Include two rows: `add` and `commit`.

## 2024-10-22

[related notes](#)

Activities:

1. Update your KWL Chart learned column with what you've learned
2. write a bash script to make it so that `cat`ing the files in your `gh_inclass` repo does not make the prompt move

## 2024-10-24

[related notes](#)

Activities:

1. Answer the following in hpc.md of your KWL repo: (to think about how the design of the system we used in class impacts programming and connect it to other ideas taught in CS)

1. What kinds of things would your code need to do if you were going to run it on an HPC system?  
1. What sbatch options seem the most helpful?  
1. How might you go about setting the time limits for a script? How could you estimate how long a scr

## 2024-10-29

[related notes](#)

Activities:

3. Create some variations of the `hello.c` we made in class. Make `hello2.c` print twice with 2 print commands. Make `hello5.c` print 5 times with a for loop and `hello7.c` print 7 times with a for loop. Build them all on the command line and make sure they run correctly.
4. Write a bash script, `assembly.sh` to compile each program to assembly and print the number of lines in each file.
5. Put the output of your script in `hello_assembly_compare.md`. Add to the file some notes on how they are similar or different based on your own reading of them.

## 2024-10-31

[related notes](#)

Activities:

1. Try a new IDE and review it in newide.md. Your review should be 3 sections: Summary, Evaluation, and Reflection. Summary should be 1-3 sentences of your conclusions. Evaluation should be a detailed evaluation according to your group's criteria and one other group's criteria. In Reflection, reflect on your experience: What is easy? hard? What could you apply from the ones you already use? Were there features you had trouble finding?

## 2024-11-06

[related notes](#)

Activities:

1. Run and examine how rect.hack and max.hack in the [nand2tetris/projects/05/](#) folder work. Make notes and answer the questions below in assemblyexplore.md.

```
1. Write an excerpt of code in a high level compiled language that would compile into this `max.hack`  
1. What does rect.hack do?  
1. What did you learn trying to figure out how it works?
```

## 2024-11-07

[related notes](#)

Activities:

1. Write a C program to compare values as doubles and as float (single precision/32bit) to see that the issue we saw with .1 is related to the IEEE standard and is not language specific. Make notes and comparison around its behavior and include the program in a code cell in cdouble.md

## 2024-11-19

[related notes](#)

Activities:

1. Find another example of a leaky abstraction (besides git) in programming or a hobby. You can use anything to find the example, but be sure that you understand the abstraction fully. Explain the abstraction and why it is leaky in [leakyabstraction.md](#)

## 2024-11-21

[related notes](#)

Activities:

*this is integrative-2*

1. Add `conclusion.md` to your KWL repo. In the file include 2 sections: (1) summary with an overall description of what you learned and how this course was/not helpful to you (paragraph or bullet form is fine) (2) key points with the top 10 things you want to make sure you remember from this class
2. Reflect on how this course impacts programming/debugging skills in `skillup.md`. You can write this as how you think your own skill has improved **or** as if you are convincing another student to take this class. Touch on at least *three* topics.

## 2024-11-26

[related notes](#)

Activities:

1. Choose two languages from the [desired admired list](#). This could be a highly admired and least desired; it could be one with a small gap and one with a large gap. Read a few posts about each language and try to figure out why it is/not admired or desired. Summarize your findings. Include links to all of the posts you read in a section titled `## Sources` in your markdown file. For each source, make a bulleted list with some notes about the author's background and any limitations that might put on the scope of their opinions. (for example, a data scientist's opinion on languages is very valuable for data science, but less for app development) Add this to your kwl repo in `language_love_dread.md`.

## Prepare for the next class

These tasks are usually not based on material that we have already seen in class. Mostly they are to have you start thinking about the topic that we are *about* to cover before we do so. Often this will include reviewing related concepts that you should have learned in a previous course (like pointers from 211) Getting whatever you know about the topic fresh in your mind in advance of class helps your brain get ready to learn the new material more easily; brains learn by making connections.

Other times prepare tasks are to have you install things so that you can engage in the class.

The correct answer is not as important for these activities as it is to do them **before class**. We will build on these ideas in class. These are evaluated on completion only<sup>[1]</sup>, but we may ask you questions or leave comments if appropriate, in that event you should reply and then we will approve.

## 2024-09-10

*the text in ( ) below is why each step is assigned*

1. review today's notes after they are posted, both rendered and the raw markdown versions. Include links to both views in your badge PR comment. (to review)
2. "Watch" the [course website repo](#), specifically watch Releases under custom (to get notifications)
3. map out your computing knowledge and add it to your kwl chart repo. this can be an image that you upload or a text-based outline in a file called prior-knowledge-map. (optional) try mapping out using [mermaid](#) syntax, we'll be using other tools that will facilitate rendering later (what we will learn will connect a lot of ideas, mapping out where you start, sets you up for success)

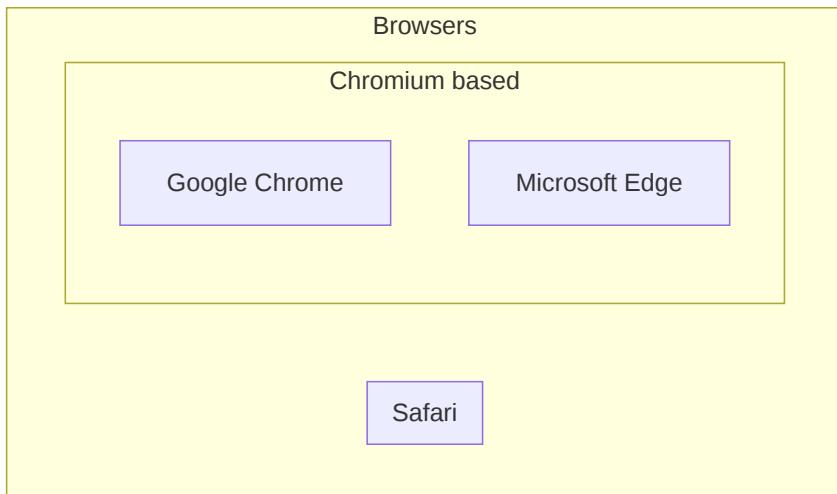
## 2024-09-17

Activities:

1. Find the glossary page for the course website, link it below. Review the terms for the next class: shell, terminal, bash, git, zsh, powershell, GitHub. Make a diagram using [mermaid](#) to highlight how these terms relate to one another. Put this in a file called [terminal-vocab.md](#) on a branch linked to this issue.
2. Check your kwl repo before class and see if you have received feedback, reply or merge accordingly.

## Example

Example "venn diagram " with [mermaid subgraphs](#)



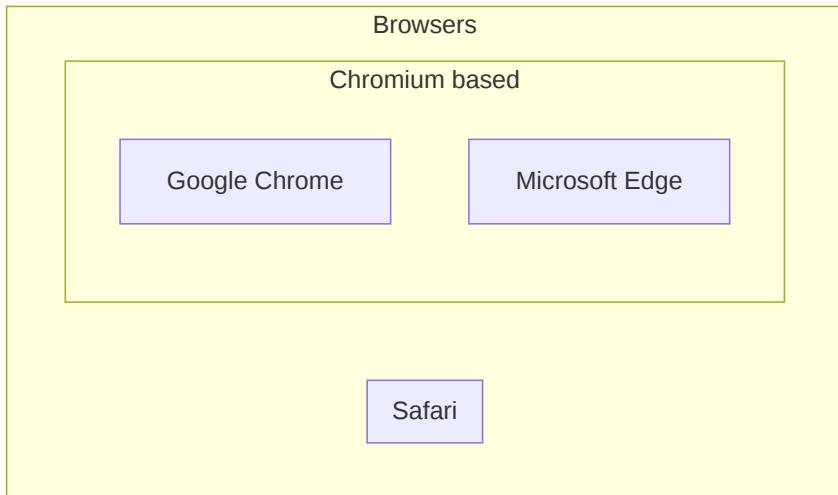
## 2024-09-17

Activities:

1. Find the glossary page for the course website, link it below. Review the terms for the next class: shell, terminal, bash, git, zsh, powershell, GitHub. Make a diagram using [mermaid](#) to highlight how these terms relate to one another. Put this in a file called [terminal-vocab.md](#) on a branch linked to this issue.
2. Check your kwl repo before class and see if you have received feedback, reply or merge accordingly.

# Example

Example “venn diagram “ with [mermaid subgraphs](#)



**2024-09-19**

Activities:

Examine an open source software project and fill in the template below in a file called software.md in your kwl repo on a branch that is linked to this issue. You do not need to try to understand how the code works for this exercise, but instead focus on how the repo is set up, what additional information is in there beyond the code. You may pick any mature open source project, meaning a project with recent commits, active PRs and issues, multiple contributors. In class we will have a discussion and you will compare what you found with people who examined a different project. Coordinate with peers (eg using the class discussion or in lab time) to look at different projects in order to discuss together in class.

```
## Software Reflection
Project : <markdown link to repo>
## README
<!-- what is in the readme? how well does it help you -->
## Contents
<!-- denote here types of files (code, what languages, what other files) -->
## Automation
<!-- comment on what types of stuff is in the .github directory -->
## Documentation
<!-- what support for users? what for developers? code of conduct? citation? -->
## Hidden files and support
<!-- What type of things are in the hidden files? who would need to see those files vs not? -->
```

Some open source projects if you do not have one in mind:

- [pandas](#)
- [numpy](#)
- [GitHub CLI](#)
- [Rust language](#)
- [vs code](#)
- [TypeScript](#)
- [Swift](#)
- [Jupyter book](#)
- [git-novice lesson](#)

## 2024-09-24

Activities:

1. Bring git questions or scenarios you want to be able to solve to class on Thursday (in your mind or comment here if that helps you remember)
2. Try read and understand the workflow files in your KWL repo, the goal is not to be sure you understand every step, but to get an idea about the big picture ideas and just enough to complete the following. Try to modify files, on a prepare branch, so that your name is already filled in and [VioletVex](#) is already requested as a reviewer when your experience badge (inclass) action runs. We will give the answer in class, but especially **do not do this step on the main branch** it could break your action. Hints: Look for bash commands that we have seen before and [cp](#) copies a file.

## 2024-09-26

Activities:

1. Think through and make some notes about what you have learned about design so far. Try to answer the questions below in [design\\_before.md](#). If you do not now know how to answer any of the questions, write in what questions you have.

- What past experiences with making decisions about design of software do you have?
  - what experiences studying design do you have?
  - What processes, decisions, and practices come to mind when you think about designing software?
  - From your experiences as a user, how would you describe the design of command line tools vs other GUI tools?

## 2024-10-01

Activities:

1. Learn about [hacktoberfest](#)
2. check your plan for success PR for comments and reply or merge if approved
3. [read about conventional commits](#) and find some opinions about them in dev blogs, forums (eg reddit) or similar

## 2024-10-03

Activities:

1. If on windows, you may need to reinstall gitbash or follow other steps from the [gh docs mintty page](#) for the following steps to work locally
2. install [jupyterbook](#) *this is different* from [jupyter lab](#) or [jupyter notebook](#) that 310 uses
3. Make sure that the [gh](#) CLI tool works by using it to create an issue called test on your kwl repo with [gh issue create](#).  
If on Windows try reinstalling with mintty
4. Find 3 examples of documentation for libraries, frameworks, or developer tools that you have used and make a post on the [class discussion board](#)

## 2024-10-03

Activities:

1. If on windows, you may need to reinstall gitbash or follow other steps from the [gh docs mintty page](#) for the following steps to work locally
2. install [jupyterbook](#) *this is different* from [jupyter lab](#) or [jupyter notebook](#) that 310 uses
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If on Windows try reinstalling with mintty
4. Find 3 examples of documentation for libraries, frameworks, or developer tools that you have used and make a post on the [class discussion board](#)

## 2024-10-08

Activities:

1. review the notes on [what is a commit](#). In gitdef.md on the branch for this issue, try to describe git in the four ways we described a commit. **the point here is to think about what you know for git and practice remembering it, not “get the right answer”; this is prepare work, we only check that it is complete, not correct**
2. Start recording notes on *how* you use IDEs for the next couple of weeks using the template file below. We will come back to these notes in class later, but it is best to record over a time period instead of trying to remember at that time. Store your notes in your fall24 repo in idethoughts.md on a dedicated [ide\\_prep](#) branch. **This is prep for after a few weeks from now, not for October 8; keep this branch open until it is specifically asked for**

## 2024-10-10

Activities:

1. Take a few minutes to think what you know about hashing and numbers. Create hash\_num\_prep.md with two sections: [## Hashing](#) with a few bullet points summarizing key points about hashing, and [## Numbers](#) with what types of number representations you know.

2. start commenting/expressing interest on build/explore ideas. Next lab will be focused on that.

- [build template](#)
- [explore instructions](#)

## 2024-10-17

Activities:

1. (before lab on Tuesday ideally) start commenting/expressing interest on build/explore ideas.

- [build template](#)
- [explore instructions](#)

2. Create a file [gitcommandsbreakdown.md](#) and for each command in the template below break down what steps it must do based on what we have learned so far about git objects. I started the first one as an example. Next class, we will make a commit using plumbing commands, so thinking about what you already know about commits will prepare you to learn this material.

```
# What git commands do

## `git status`

- check the branch of the HEAD pointer
- compare the HEAD pointer to the FETCH_HEAD, if different trace back through parent commits to find out
- compare the snapshot at the HEAD pointer's commit to the current working directory
- if staging is not empty, compare that to the working directory

## `git commit`


## `git add`



```

## 2024-10-22

Activities:

2. Review the GitHub Action [files in your KWL repo](#) and make note of what if any syntax in there is unfamiliar. (note that link will not work on the rendered website, but will work on badge issues)
3. Use quote reply or edit to see how I made a relative path to a location within the repo in this issue. (to see another application of paths)
4. Check out the [github action marketplace](#) to see other actions that are available and try to get a casual level of understanding of the types of things that people use actions for.

## 2024-10-24

Activities:

1. think about what you know about networking
2. make sure you have putty if using windows
3. get the big ideas of hpc, by reading this [IBM intro page](#) and [some hypothetical people](#) who would attend an HPC carpentry workshop. Make a list of key terms as an issue comment

## 2024-10-29

Activities:

1. install gcc locally
2. ensure you can log into seawulf

## 2024-10-31

Activities:

1. Review your [idethoughts.md](#) from a few weeks ago and add some summary notes.
2. Think about what features or extensions in your favorite IDE you like the most and that you think others may not know about be prepared to share a small demo of using a feature or explain how it works(as in, open a file that has content in your IDE so that you could show thatt feature).

## 2024-11-06

Activities:

1. Install [nand2tetris](#)

## 2024-11-12

Activities:

## 2024-11-21

[related notes](#)

Activities:

## 2024-11-26

[related notes](#)

Activities:

Preview the [Stack Overflow Developer Survey](#) Technology section parts that are about tools. Create dev\_insights.md with 3-5 bullet points for discussion. These can be facts you found most interesting or questions you have based on the results (it can be clarifying or deeper questions)

## 2024-11-28

[related notes](#)

Activities:

- 
- [1] you will get full credit as long as all of the things are *done in good faith* even if not correct. However if it looks like you tried to outsource (eg to LLM) or plagiarize a solution, you will not earn credit for that.

## Practice Badges

 **Note**

these are listed by the date they were *posted*

Practice badges are a chance to first review the basics and then try new dimensions of the concepts that we cover in class. After each class, you will need to review the day's material. This includes reviewing prismia chat to see any questions you got wrong and reading the notes. The practice badge will also ask you to apply the day's material in a similar, but distinct way. They represent the minimum bar for B-level understanding.

## 2024-09-05

[related notes](#)

Activities:

1. [accept this assignment](#) and join the existing team to get access to more features in our course organization.
2. Post an introduction to your classmates [on our discussion forum](#) (include link to your comment in PR comment, must accept above to see)
3. Read the notes from today's class carefully
4. [Create a profile readme](#) and include a screenshot of your profile
5. Fill in the first two columns of your KWL chart (content of the PR; named to match the badge name)

## 2024-09-12

[related notes](#)

Activities:

Any steps in a badge marked **lab** are steps that we are going to focus in on during lab time. Remember the goal of lab is to help you complete the work, not add additional work. The lab checkout will include some other tasks and then we will encourage you to work on this badge while we are there to help. Lab checkouts are checked only for completion though, not correctness, so steps of activities that we want you to really think about and revise if incorrect will be in a practice or review badge.

1. Read the notes. If you have any questions, post an issue on the course website repo.
2. Using your terminal, download your KWL repo. Include the command used in your badge PR comment.
3. Try using setting up git using your favorite IDE or GitHub Desktop. Make a file gitoffline.md and include some notes of how it went. Was it hard? easy? what did you figure out or get stuck on? Is the terminology consistent or does it use different terms?
4. **lab** Explore the difference between git add and git commit: try committing and pushing without adding, then add and push without committing. Describe what happens in each case in a file called gitcommit\_tips.md. Compare what happens based on what you can see on GitHub and what you can see with git status. Write a scenario with examples of how a person might make mistakes with git add and commit and what to look for to get unstuck.

## 2024-09-12

### [related notes](#)

Activities:

Any steps in a badge marked **lab** are steps that we are going to focus in on during lab time. Remember the goal of lab is to help you complete the work, not add additional work. The lab checkout will include some other tasks and then we will encourage you to work on this badge while we are there to help. Lab checkouts are checked only for completion though, not correctness, so steps of activities that we want you to really think about and revise if incorrect will be in a practice or review badge.

1. Read the notes. If you have any questions, post an issue on the course website repo.
2. Using your terminal, download your KWL repo. Include the command used in your badge PR comment.
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4. **lab** Explore the difference between git add and git commit: try committing and pushing without adding, then add and push without committing. Describe what happens in each case in a file called gitcommit\_tips.md. Compare what happens based on what you can see on GitHub and what you can see with git status. Write a scenario with examples of how a person might make mistakes with git add and commit and what to look for to get unstuck.

## 2024-09-17

### [related notes](#)

Activities:

1. Create a merge conflict in your KWL repo on the branch for this issue and resolve it using your favorite IDE, then create one and resolve it on GitHub in browser (this requires the merge conflict to occur on a PR). Describe how you created it,

show the files, and describe how your IDE helps or does not help in merge\_conflict\_comparison.md. Give advice for when you think someone should resolve a merge conflict in GitHub vs using an IDE. (if you do not regularly use an, IDE, try VSCode) You can put content in the file for this step for the purpose of making the merge conflicts for this exercise.

2. Learn about [GitHub forks](#) and more about [git branches](#)(you can also use other resources)
3. In branches-forks.md in your KWL repo, compare and contrast branches and forks; be specific about their relationship. You may use mermaid diagrams if that helps you think through or communicate the ideas. If you use other resources, include them in your file as markdown links.

## 2024-09-19

### [related notes](#)

Activities:

1. Update your KWL chart with any learned items.
2. Get set up so that you can contribute to the course website repo from your local system. Note: you can pull from the [compsys-progtools/fall2024](#) repo, but you do not have push permission, so there is more to do than clone. Append the commands used and the contents of your [fall2024/.git/config](#) to a git-remote-practice.md. Then, using a text editor (or IDE), wrap each log with three backticks to make them [fenced code blocks](#) and add headings to the sections.
3. [learn about options for how git can display commit history](#). Try out a few different options. Choose two, write them both to a file (from the command line, not copy&paste), gitlog-compare.md. Then, using a text editor (or IDE), wrap each log with three backticks to make them [fenced code blocks](#) and then add text to the file describing a use case where that format in particular would be helpful.

4.

- Hint for working offline

Read about [forks](#) and working with [remotes](#).

## 2024-09-24

### [related notes](#)

Activities:

badge steps marked **lab** are steps that you will be encouraged to use lab time to work on. For this one in particular, I am going to give you the messy repo in lab.

3. **lab** Organize the provided messy folder (details will be provided in lab time). Commit and push the changes. Clone that repo locally.
4. Organize a folder on your computer ( good candidate may be desktop or downloads folder), using only a terminal to make new directories, move files, check what's inside them, etc. Answer reflection questions in a new file, terminal\_organization\_adv.md in your kwl repo. Tip: Start with a file explorer open, but then try to close it, and use only command line tools to explore and make your choices. If you get stuck, look up additional commands to do accomplish your goals.

```
# Terminal File moving reflection
1. How was this activity overall?
1. Did this get easier toward the end?
2. How was it different working on your own computer compared to the Codespace form?
3. Did you have to look up how to do anything we had not done in class?
4. When do you think that using the terminal will be better than using your GUI file explorer?
5. What questions/challenges/ reflections do you have after this?
6. Append all of the commands you used in lab below. (not from your local computer's history, from the command line)
```

## 2024-09-26

[related notes](#)

Activities:

1. Read today's notes when they are posted. There are important tips and explanation to be sure you did and ideas for explore/build badges.
2. Most real projects partly adhere and at least partly deviate from any major design philosophy or paradigm. Add a `## Unix Philosophy` section to your software.md about how that project adheres to and deviates from the unix philosophy. Be specific, using links to specific lines of code or specific sections in the documentation that support your claims. Provide at least one example of both adhering and deviating from the philosophy and three total examples (that is 2 examples for one side and one for the other). You can see what badge `software.md` was previously assigned in and the original instructions [on the KWL file list](#).

## 2024-10-01

[related notes](#)

Activities:

1. Explore the [tools for conventional commits](#) and then pick one to try out. Work on the branch for this badge and use one of the tools that helps making conventional commits (eg in VSCode or a CLI for it) for a series of commits adding "features" and "bug fixes" telling the story of a code project in a file called commit-story.md. For each edit, add short phrases like 'new feature 1', or 'next bug fix' to the single file each time, but use conventional commits for each commit. In total make at least 5 different types of changes (types per conventional commits standard) including 2 breaking changes and at least 10 total commits to the file.
2. [learn about options for how git can display commit history](#). Try out a few different options. Choose two, write them both to a file, gitlog-compare.md. Using a text editor, wrap each log with three backticks to make them "code blocks" and then add text to the file describing a use case where that format in particular would be helpful. **do this after the above so that your git log examples include your conventional commits**

## 2024-10-01

[related notes](#)

Activities:

1. Explore the [tools for conventional commits](#) and then pick one to try out. Work on the branch for this badge and use one of the tools that helps making conventional commits (eg in VSCode or a CLI for it) for a series of commits adding “features” and “bug fixes” telling the story of a code project in a file called commit-story.md. For each edit, add short phrases like ‘new feature 1’, or ‘next bug fix’ to the single file each time, but use conventional commits for each commit. In total make at least 5 different types of changes (types per conventional commits standard) including 2 breaking changes and at least 10 total commits to the file.
2. [learn about options for how git can display commit history](#). Try out a few different options. Choose two, write them both to a file, gitlog-compare.md. Using a text editor, wrap each log with three backticks to make them “code blocks” and then add text to the file describing a use case where that format in particular would be helpful. **do this after the above so that your git log examples include your conventional commits**

## 2024-10-03

[related notes](#)

Activities:

1. Review the notes, [jupyterbook docs](#), and experiment with the [jupyter-book](#) CLI to determine what files are required to make [jupyter-book build](#) run. Make your kwl repo into a jupyter book. Set it so that the [\\_build](#) directory is not under version control.
2. Learn about the documentation ecosystem in another language that you know using at least one official source and additional sources as you find helpful. In [docs-practice.md](#) include a summary of your findings and compare and contrast it to jupyter book/sphinx. Include a [bibtex based bibliography](#) of the sources you used. You can use [this generator](#) for informal sources and [google scholar](#) for formal sources (or a reference manager).

## 2024-10-08

[related notes](#)

Activities:

1. Read about different workflows in git and add responses to the below in a workflows.md in your kwl repo. Two good places to read from are [Git Book](#) and the [atlassian Docs](#)
2. Update your kwl chart with what you have learned or new questions in the want to know column
3. Add the hash of the content of your completed workflows.md file and put that in the comment of your badge PR for this badge. *Try to do this from your local CLI, but full credit even if you use the website interface*

```
## Workflow Reflection

1. Why is it important that git can be used with different workflows?
1. Which workflow do you think you would like to work with best and why?
1. Describe a scenario that might make it better for the whole team to use a workflow other than the one
```

## 2024-10-10

[related notes](#)

Activities:

3. Analyze the xor hashing algorithm in the notes to determine which properties of a cryptographic hash are/not met. Include your analysis in xorhash.md
4. find 2 more real world examples of using other number systems (either different bases or different symbols and bases) **not mentioned in class** that are currently used. Describe the number system and its usage in numbers.md. Include links to your sources and be sure that the sources are trustworthy.
5. Calculate the maximum number of git objects that a repo can have without requiring you to use more than the minimum number of characters to refer to any object and include that number in gitcounts\_scenarios.md with a title `# Git counts`. Describe 3 scenarios that would get you to that number of objects in terms of what types of objects would exist. For example, what is the maximum number of commits you could have without exceeding that number? How could you get to that number of objects in the fewest number of commits? What might be a typical way to get there? Assume normal git use with porcelain commands, not atypical cases with plumbing commands. *If you get stuck, outline what you know and then request a review.*
6. Read about the Learn more about the [SHA-1 collision attack](#)
7. Learn more about how git is working on changing from SHA-1 to SHA-256 and answer the transition questions below gittransition.md

## gittransition

```
# transition questions

1. Why make the switch? (in detail, not just *an attack*)
2. What impact will the switch have on how git works?
3. Which developers will have the most work to do because of the switch?
```

## 2024-10-17

[related notes](#)

Activities:

1. Read more details about [git internals](#) to review what we did in class in greater detail. Make a file gitplumbingdetail.md and create a a table or mermaid diagram that shows the relationship between at least **three** porcelain commands and their corresponding plumbing commands (generally more than one each).
2. Create gitislike.md and explain main git operations we have seen (add, commit, push) in your own words in a way that will either help you remember or how you would explain it to someone else at a high level. This might be analogies or explanations using other programming concepts or concepts from a hobby.

## 2024-10-22

[related notes](#)

Activities:

1. Update your KWL Chart learned column with what you've learned

2. prevent `badges.json` and `badges.yml` from being tracked by git in your fall24 repo
3. write a bash script that prevents `jupyter-book` from giving warnings about files not having a heading by using the file name as a temporary title. (see the badge from 10/3 where you should have converted your repo, or do that one first, this counts as an extension on that if you have not done it)

Hint: Use `sed`'s insert option and `head` as needed.

## Explore idea

modify your script to use [a small llm from ollama](#) to automatically insert a sensible title by summarizing the file. **using a commercial chat interface does not qualify, but using an llm locally does**

## 2024-10-24

[related notes](#)

Activities:

1. Answer the following in hpc.md of your KWL repo: (to think about how the design of the system we used in class impacts programming and connect it to other ideas taught in CS)

1. What kinds of things would your code need to do if you were going to run it on an HPC system?
  2. What sbatch options seem the most helpful?
  3. How might you go about setting the time limits for a script? How could you estimate how long a scr

## 2024-10-29

[related notes](#)

Activities:

1. On Seawulf, modfy main.c from class to accept the integer as a command line argument instead of via input while running the program. [See this tutorial for an example.](#)
2. Write a bash script demo\_test.sh that runs your compiled program for each integer from 10 to 30 (syntax for a range is `{start..end}` so this would be `{10..30}` )
3. Write an sbatch script, batchrun.sh to run your script on a compute node and save the output to a file. The sbatch script should compile and link the program and then call the script. [see the options](#)
4. use `scp` to download your modified main, script files, and output to your local computer and include them in your kwl repo.

## 2024-10-31

[related notes](#)

Activities:

The first two tasks are the practice task, the thirds is a pre-approved explore badge. Hover it on your issue to create an independent issue to track it. Title the new issue `Explore: IDE`. On the explore badge, when it is ready for submission, request a review from Dr. Brown.

1. In bestide.md, compare two IDEs using your group's table from class, to evaluate each of them. Your review should have an introduction that justifies the ranking and defines the criteria, a section describing each IDE with respect to all of the criteria and your overall experience with that IDE, and a conclusion that explains which of the 3 is the best based on your evaluation.
2. Configure your VS Code preferences to your github account. add settingssync.md with a description of what settings you customized and synced and reflect on why this is an important feature and what prerequisites to it might be.
3. (explore badge opportunity) Create a small repo owned by compsys named `ide-USERNAME` where `USERNAME` is your gh username with some example code, a vscode/codespace [devcontainer file](#) that installs [CodeTour](#) and your favorite extension(s). Write a CodeTour that walks someone through using your favorite extension to do something with the code. The example code can be any language, can be very simple, can even have a bug in it if that helps your example. You can use an-IDE integrated LLM (eg GitHub Co-pilot, not the chat version) to generate some code for this purpose if you do not have some available to you already, but you cannot share solutions to a course assignment without that instructor's permission.

## 2024-11-06

### [related notes](#)

Activities:

1. Run and examine how rect.hack and max.hack in the [nand2tetris/projects/05/](#) folder work. Make notes and answer the questions below in assemblyexplore.md.

1. What does rect.hack do?
  2. What did you learn trying to figure out how it works?
  3. Write an excerpt of code in a high level compiled language that would compile into this `max.hack`

## 2024-11-07

### [related notes](#)

Activities:

1. Write a C program to compare values as doubles and as float (single precision/32bit) to see that this comparison issue is related to the IEEE standard and is not language specific. Make notes and comparison around its behavior and include the program in a code cell in cdouble.md
2. In floatept.md design an experiment using the `fractions.Fraction` class in Python that helps illustrate why `.1*3 == .3` evaluates to `False` but `.1*4 == .4` evaluates to `True`. Your file must include both code and interpretation of the results.

## 2024-11-19

[related notes](#)

Activities:

1. Evaluate abstraction in some code that you are familiar with and, in abstraction.md answer the following:
  - what are the details it hides
  - what concepts does it introduce
  - how does the abstraction help you understand and use the code?
1. Find another example of a leaky abstraction (besides git) in programming or a hobby. You can use anything to find the example, but be sure that you understand the abstraction fully. Explain the abstraction and why it is leaky in leakyabstraction.md

## 2024-11-21

[related notes](#)

Activities:

*this is integrative-2*

1. Create [in\\_five\\_years.md](#) and answer the following two questions: What do you think you will remember from this class in five years? What parts of this course's content do you think will change the most in five years?
2. Reflect on how this course has impacted programming/debugging skills in [skillup.md](#). You can write this as how you think your own skill has improved **or** as if you are convincing another student to take this class. Touch on at least *three* topics.
3. Submit a PR with either [advice to future students on how to succeed in the course](#) or [on why a student should take this course](#). Each of those is linked to where you should add your advice.

## 2024-11-26

[related notes](#)

Activities:

1. Describe a type of project where it would be worth it for you to learn a language you have never used before in newlanguage.md This should be based in what types of features for the language your project would require and/or what would contribute to the long term health of the project. Your justification must come from sources used in class and be based in factual evidence about the language.
2. Learn about one of the following languages that you have not used before: [R](#), [Julia](#), [Clojure](#), [Zig](#), [Go](#), [erlang](#), [Elixir](#) or another language you are curious about that appeared in the Developer survey. For example you might be interested in the [top paying languages](#). Use the official documentation. Answer the following questions in languagelearning.md:

1. What is this language designed for?
2. What Programming paradigm(s) does it support?
3. Give at least 1 example of a programming language that experience in would make it \*\*easy\*\* to learn.
4. Give at least 1 example of a programming language that experience in would make it \*\*hard\*\* to learn.
5. What is its most unique feature(s)?

hint: for questions 3 & 4, for example learning Python first does not make it easy to learn C++, but learning C makes it very easy to learn C++ (but I have not filled in explanations).

## Explore badge option

Actually try out one of the languages above in a new repo created from [this assignment](#).

**work on a branch and commit after each step**

1. Setup the devcontainer to provide the compiler/interpreter for the language of your choice. See [features](#)
2. Add top extensions related to the language to the devcontainer.
3. Add a [gitignore](#) file for that language
4. Write a hello world type program in the language and make sure it runs.
5. Use the official documentation to figure out a common task in the language and write an example program that completes something typical for that language (eg a sort data analysis in R). You may use GitHub Co-pilot in the code space to help write the code, but you should justify the task you ask it to do. Commit any generated code immediately with the message "code from copilot via " and your prompt filled in.
6. Test your understanding of the code by trying to modify it, and make commits describing what you changed and why.
7. Fill in the prompts in the README (follow the comments) and Answer the questions in the README of the template repo.

## KWL File List

## Explore Badges

### Warning

Explore Badges are not required, but an option for higher grades. The logistics of this could be streamlined or the instructions may become more detailed during the penalty free zone.

Explore Badges can take different forms so the sections below outline some options. This page is not a cumulative list of requirements or an exhaustive list of options.

### Tip

You might get a lot of suggestions for improvement on your first one, but if you apply that advice to future ones, they will get approved faster.

# How do I propose?

Create an issue on your kwl repo, label it explore, and “assign” @brownsarahm.

In your issue, describe the question you want to answer or topic to explore and the format you want to use. There is no real template for this, it can be as short as one sentence, but there may be follow up questions.

If you propose something too big, you might be advised to consider a build badge instead. If you propose something too small, you will get ideas as options for how to expand it and you pick which ones.

## Where to put the work?

- If you extend a more practice exercise, you can add to the markdown file that the exercise instructs you to create.
- If its a question of your own, add a new file to your KWL repo.
- If you do the work elsewhere, log it like a community badge but in a file called [external\\_explore\\_badges.md](#)

### ! Important

Either way, there must be a separate issue for this work that is also linked to your PR

## What should the work look like?

It should look like a blog post, written tutorial, graphic novel, or visual aid with caption. It will likely contain some code excerpts the way the class notes do. Style-wise it can be casual, like how you may talk through a concept with a friend or a more formal, academic tone. What is important is that it clearly demonstrates that you understand the material.

The exact length can vary, but these must go beyond what we do in class in scope

## Explore Badge Ideas:

- Extend a more practice:
  - for a more practice that asks you to describe potential uses for a tool, try it out, find or write code excerpts and examine them
  - for a more practice that asks you to try something, try some other options and compare and contrast them. eg “try git in your favorite IDE” -> “try git in three different IDEs, compare and contrast, and make recommendations for novice developers”
- For a topic that left you still a little confused or their was one part that you wanted to know more about. Details your journey from confusion or shallow understanding to a full understanding. This file would include the sources that you used to gather a deeper understanding. eg:
  - Describe how cryptography evolved and what caused it to evolve (i.e. SHA-1 being decrypted)
  - Learn a lot more about a specific number system
  - compare another git host

- try a different type of version control
- Create a visual aid/memory aid to help remember a topic. Draw inspiration from [Wizard Zines](#)
- Review a reference or resource for a topic
- write a code tour that orients a new contributor to a past project or an open source tool you like.

Examples from past students:

- Scripts/story boards for tiktoks that break down course topics
- Visual aid drawings to help remember key facts

For special formatting, use [jupyter book's documentation](#).

## Build Badges

Build may be individual or in pairs.

## Proposal Template

If you have selected to do a project, please use the following template to propose a build

```
## < Project Title >

<!-- insert a 1 sentence summary -->

### Objectives

<!-- in this section describe the overall goals in terms of what you will learn and the problem you will solve -->

### Method

<!-- describe what you will do , will it be research, write & present? will there be something you build -->

### Deliverables

<!-- list what your project will produce with target deadlines for each-->

### Milestones
```

The deliverables will depend on what your method is, which depend on your goals. It must be approved and the final submitted will have to meet what is approved. Some guidance:

- any code or text should be managed with git (can be GitHub or elsewhere)
- if you write any code it should have documentation
- if you do experiments the results should be summarized
- if you are researching something, a report should be 2-4 pages, plus unlimited references in the 2 column [ACM format](#).

This guidance is generative, not limiting, it is to give ideas, but not restrict what you can do.

# Updates and work in Progress

These can be whatever form is appropriate to your specific project. Your proposal should indicate what form those will take.

## Summary Report

This summary report will be added to your kwl repo as a new file `build_report_title.md` where `title` is the (title or a shortened version) from the proposal. Use the template below for the summary report.

```
# <your project title> Summary Report

## Abstract
<!-- a one paragraph "abstract" type overview of what your project consists of. This should be written

## Reflection
<!-- a one paragraph reflection that summarizes challenges faced and what you learned doing your project

## Artifacts

<!-- links to other materials required for assessing the project. This can be a public facing web resour
```

## Collaborative Build rules/procedures

- Each student must submit a proposal PR for tracking purposes. The proposal may be shared text for most sections but the deliverables should indicate what each student will do (or be unique in each proposal).
- the proposal must indicate that it is a pair project, if iteration is required, I will put those comments on both repos but the students should discuss and reply/edit in collaboration
- the project must include code reviews as a part of the workflow links to the PRs on the project repo where the code reviews were completed should be included in the reflection
- each student must complete their own reflection. The abstract can be written together and shared, but the reflection must be unique.

## Build Ideas

### Your Profile (CV/Resume) Website

Use a static site generator, like one of the below.

#### Astro

- <https://astro.build>
- <https://docs.astro.build/en/getting-started/>
- [requires npm installation](#)

## General ideas to write a proposal for

- make a [vs code extension](#) for this class or another URI CS course
- port the courseutils to rust. [crate clap](#) is like the python click package I used to develop the course utils
- build a polished documentation website for your CSC212 project with [sphinx](#) or another static site generator
- use version control, including releases on any open source side-project and add good contributor guidelines, README, etc

## Auto-approved proposals

For these build options, you can copy-paste the template below to create your proposal issue and assign it to [@brownsarahm](#).

### Add docs to another project

You can add documentation website to another project

```
## Project Docs

Add documentation website for <code proejct>.

### Objectives

<!-- in this section describe the overall goals in terms of what you will learn and the problem you will
This project will provide information for a user to use <the project> The information will live in the re

### Method

<!-- describe what you will do , will it be research, write & present? will there be something you build
1. ensure there is API level documentation in the code files
1. build a documentation website using [jupyterbook/ sphinx/doxygen/] that includes setup instructions ar
1. configure the repo to automatically build the documentation website each time the main branch is updat

### Deliverables

- link to repo with the contents listed in method in the reflection file

### Milestones

<!-- give a target timeline -->
```

### Developer onboarding

You can add documents that provide a developer onboarding experience to other code you have written

```

## Developer onboarding

Add developer onboarding information to <insert project title here>

### Objectives

<!-- in this section describe the overall goals in terms of what you will learn and the problem you will
This project will provide information for a potential contributor to add new features to a code base. The

#### Method

<!-- describe what you will do , will it be research, write & present? will there be something you build

1. ensure there is API level documentation in the code files
1. add a license, readme, and contributor file
1. add [code tours](https://marketplace.visualstudio.com/items?itemName=vsls-contrib.codetour) that help
1. set up a PR template
1. set up 2 issue templates: 1 for feature request and 1 for bug reporting

#### Deliverables

- link to repo with the contents listed in method in the reflection file

#### Milestones

<!-- give a target timeline -->

```

## Project Examples

- One type of project would be to do a research project on a topic we cover in class and author a report with your findings that demonstrates your knowledge of the topic. You must use developer-centric authoring tools, for example latex (eg with overleaf) or mystmd with github . The report would include an **Abstract**, **Body**, **Reflection** including what you did and what you learned from it, and a **Bibliography**. Potential research topics include:
  - Motherboards
  - CPUs: Their History, Evolution, and How They Work
  - GPUs: A Graphics Card That Revolutionized Machine Learning
  - The Differences Between Operating Systems: MacOS vs Windows VS Linux
  - Abstraction For Dummies: Explaining Abstract Concepts to the Layman
- Another type of project could be to create a program using the tools taught in class to maintain the program. What would be included in this would be a .md reporting your findings that demonstrates an understanding of the tools used and a link to the repository hosting the program including **documentation** written for the program.

## Syllabus and Grading FAQ

**How much does activity x weigh in my grade?**

**How do I keep track of my earned badges?**

**Also, when are each badge due, time wise?**

**Who should I request to review my work?**

**Will everything done in the penalty free zone be approved even if there are mistakes?**

**Once we make revisions on a pull request, how do we notify you that we have done them?**

**What should work for an explore badge look like and where do I put it?**

**Git and GitHub**

**I can't push to my repository, I get an error that updates were rejected**

**My command line says I cannot use a password**

**Help! I accidentally merged the Badge Pull Request before my assignment was graded**











## **For an Assignment, should we make a new branch for every assignment or do everything in one branch?**

Doing each new assignment `in` its own branch `is` best practice. In a typical software development flow once

## **Other Course Software/tools**

### **Courseutils**

This is how your badge issues are created. It also has some other utilities for the course. It is open source and questions/issues should be posted to its [issue tracker](#)

# Jupyterbook

## Changing paths on windows

To edit a path on windows, go to the search bar and type 'edit environment variables', click the environment variable button, click on 'path' then new, then insert the new path

## Avoiding windows security block

The closest thing to work around the security block is to exclude files, to exclude a file, take note of the file and know where to find it, go to windows security, virus protection and threat protection, scroll down to exclusions, add or exclude folders, then add the specific folder that is getting blocked

## Glossary

### Tip

Contributing glossary terms or linking to uses of glossary terms to this page is eligible for community badges

#### **absolute path**

the path defined from the root of the system

#### **add (new files in a repository)**

the step that stages/prepares files to be committed to a repository from a local branch

#### **argument**

input to a command line program

#### **bash**

bash or the bourne-again shell is the primary interface in UNIX based systems

#### **bitwise operator**

an operation that happens on a bit string (sequence of 1s and 0s). They are typically faster than operations on whole integers.

#### **branch**

a copy of the main branch (typically) where developmental changes occur. The changes do not affect other branches because it is isolated from other branches.

#### **Compiled Code**

code that is put through a compiler to turn it into lower level assembly language before it is executed. must be compiled and re-executed everytime you make a change.

## **detached head**

a state of a git repo where the head pointer is set to a commit without a branch also pointing to the commit

## **directory**

a collection of files typically created for organizational purposes

## **divergent**

git branches that have diverged means that there are different commits that have same parent; there are multiple ways that git could fix this, so you have to tell it what strategy to use

## **fixed point number**

the concept that the decimal point does not move in the number. Cannot represent as wide of a range of values as a floating point number.

## **floating point number**

the concept that the decimal can move within the number (ex. scientific notation; you move the decimal based on the exponent on the 10). can represent more numbers than a fixed point number.

## **git**

a version control tool; it's a fully open source and always free tool, that can be hosted by anyone or used without a host, locally only.

## **GitHub**

a hosting service for git repositories

## **.gitignore**

a file in a git repo that will not add the files that are included in this .gitignore file. Used to prevent files from being unnecessarily committed.

## **git objects**

FIXME something (a file, directory) that is used in git; has a hash associated with it

## **git Plumbing commands**

low level git commands that allow the user to access the inner workings of git.

## **git Workflow**

a recipe or recommendation for how to use Git to accomplish work in a consistent and productive manner

## **HEAD**

a file in the .git directory that indicates what is currently checked out (think of the current branch)

## **merge**

putting two branches together so that you can access files in another branch that are not available in yours

## **merge conflict**

when two branches to be merged edit the same lines and git cannot automatically merge the changes

## **mermaid**

mermaid syntax allows user to create precise, detailed diagrams in markdown files.

## **hash function**

the actual function that does the hashing of the input (a key, an object, etc.)

## **hashing**

transforming an input of arbitrary length to a unique fixed length output (the output is called a hash; used in hash tables and when git hashes commits).

## **integrated development environment**

also known as an IDE, puts together all of the tools a developer would need to produce code (source code editor, debugger, ability to run code) into one application so that everything can be done in one place. can also have extra features such as showing your file tree and connecting to git and/or github.

## **interpreted code**

code that is directly executed from a high level language. more expensive computationally because it cannot be optimized and therefore can be slower.

## **issue**

provides the ability to easily track ideas, feedback, tasks, or bugs. branches can be created for specific issues. an issue is open when it is created. pull requests have the ability to close issues. see more in the [docs](#)

## **Linker**

a program that links together the object files and libraries to output an executable file.

## **option**

also known as a flag, a parameter to a command line program that change its behavior, different from an argument

## **path**

the “location” of a file or folder(directory) in a computer

## **pointer**

a variable that stores the address of another variable

## **pull (changes from a repository)**

download changes from a remote repository and update the local repository with these changes.

## **pull request**

allow other users to review and request changes on branches. after a pull request receives approval you can merge the changed content to the main branch.

## **PR**

short for [pull request](#)

## **push (changes to a repository)**

to put whatever you were working on from your local machine onto a remote copy of the repository in a version control system.

## **relative path**

the path defined **relative** to another file or the current working directory; may start with a name, includes a single file name or may start with `./`

## **release**

a distribution of your code, related to a git tag

## **remote**

a copy of the repository hosted on a server

## **repository**

a project folder with tracking information in it in the form of a `.git` directory in it

## **ROM (Read-Only Memory)**

Memory that only gets read by the CPU and is used for instructions

## **SHA 1**

the hashing function that git uses to hash its functions (found to have very serious collisions (two different inputs have same hashes), so a lot of software is switching to SHA 256)

## **sh**

abbr. see shell

## **shell**

a command line interface; allows for access to an operating system

## **ssh**

allows computers to safely connect to networks (such as when we used an ssh key to clone our github repos)

## **templating**

templating is the idea of changing the input or output of a system. For instance, the Jupyter book, instead of outputting the markdown files as markdown files, displays them as HTML pages (with the contents of the markdown file).

## **terminal**

a program that makes shell visible for us and allows for interactions with it

## **tree objects**

type of git object in git that helps store multiple files with their hashes (similar to directories in a file system)

## **yml**

see YAML

## **YAML**

a file specification that stores key-value pairs. It is commonly used for configurations and settings.

## **zsh**

zsh or z shell is built on top of the bash shell and contains new features

# General Tips and Resources

This section is for materials that are not specific to this course, but are likely useful. They are not generally required readings or installs, but are options or advice I provide frequently.

## on email

- [how to e-mail professors](#)

# How to Study in this class

In this page, I break down how I expect learning to work for this class.

Begin a great programmer does not require memorizing all of the specific commands, but instead knowing the common patterns and how to use them to interpret others' code and write your own. Being efficient requires knowing how to use tools and how to let the computer do tedious tasks for you. This is how this course is designed to help you, but you have to get practice with these things.

Using reference materials frequently is a built in part of programming, most languages have built in help as a part of the language for this reason. These tools can help you when you are writing code and forget a specific bit of syntax, but these tools will not help you *read* code or debug environment issues. You also have to know how to effectively use these tools. Knowing the common abstractions we use in computing and recognizing them when they look a little bit differently will help you with these more complex tasks. Understanding what is common when you move from one environment to another or to This course is designed to have you not only learn the material, but also to build skill in learning to program. Following these guidelines will help you build habits to not only be successful in this class, but also in future programming.

# Why this way?

Learning requires iterative practice. In this class, you will first get ready to learn by preparing for class. Then, in class, you will get a first experience with the material. The goal is that each class is a chance to learn by engaging with the ideas, it is to be a guided inquiry. Some classes will have a bit more lecture and others will be all hands on with explanation, but the goal is that you *experience* the topics in a way that helps you remember, because being immersed in an activity helps brains remember more than passively watching something. Then you have to practice with the material

Preparing for class will be activities that help you bring your prior knowledge to class in the most helpful way, help me see

You will be making a lot of documentation of bits, in your own words. You will be directed to try things and make notes. This based on a recommended practices from working devs to [keep a notebook](<https://blog.nelhage.com/2010/05/software-and-lab-notebooks/>) or [keep a blog and notebook](#).

A new book  
programmer  
[Programmer](#)  
available  
that links

# Learning in class

## ! Important

My goal is to use class time so that you can be successful with *minimal frustration* while working outside of class time.

Programming requires both practical skills and abstract concepts. During class time, we will cover the practical aspects and introduce the basic concepts. You will get to see the basic practical details and real examples of debugging during class sessions. Learning to debug something you've never encountered before and setting up your programming environment, for example, are *high frustration* activities, when you're learning, because you don't know what you don't know. On the other hand, diving deeper into options and more complex applications of what you have already seen in class, while challenging, is something I'm confident that you can all be successful at with minimal frustration once you've seen basic ideas in class. My goal is that you can repeat the patterns and processes we use in class outside of class to complete assignments, while acknowledging that you will definitely have to look things up and read documentation outside of class.

Each class will open with some time to review what was covered in the last session before adding new material.

To get the most out of class sessions, you should have a laptop with you. During class you should be following along with Dr. Brown. You'll answer questions on Prismia chat, and when appropriate you should try running necessary code to answer those questions. If you encounter errors, share them via Prismia chat so that we can see and help you.

# After class

After class, you should practice with the concepts introduced.

This means reviewing the notes: both yours from class and the annotated notes posted to the course website.

When you review the notes, you should be adding comments on tricky aspects of the code and narrative text between code blocks in markdown cells. While you review your notes and the annotated course notes, you should also read the documentation for new modules, libraries, or functions introduced in that class.

If you find anything hard to understand or unclear, write it down to bring to class the next day or post an issue on the course website.

# GitHub Interface reference

This is an overview of the parts of GitHub from the view on a repository page. It has links to the relevant GitHub documentation for more detail.

# Top of page

The very top menu with the  logo in it has GitHub level menus that are not related to the current repository.

# Repository specific page

Code

Issues

Pull Requests

Actions

Projects

Security

Insights

Settings

This is the main view of the project

Branch menu & info, file action buttons, download options (green code button)

About has basic facts about the repo, often including a link to a documentation page

File panel

the header in this area lists who made the last commit, the message of that commit, the short hash, date of that commit and the total number of commits to the project.

If there are actions on the repo, there will be a red x or a green check to indicate that if it failed or succeeded on that commit.

Releases, Packages, and Environments are optional sections that the repo owner can toggle on and off.

[Releases](#) mark certain commits as important and give easy access to that version. They are related to [git tags](#)

[Packages](#) are out of scope for this course. GitHub helps you manage distributing your code to make it easier for users.

[Environments](#) are a tool for dependency management. We will cover things that help you know how to use this feature indirectly, but probably will not use it directly in class. This would be eligible for a build badge.

the header in this area lists who made the last commit, the message of that commit, the short hash, date of that commit and the total number of commits to the project.

If there are actions on the repo, there will be a red x or a green check to indicate that if it failed or succeeded on that commit. ^^^ file list: a table where the first column is the name, the second column is the message of the last commit to change that file (or folder) and the third column is when is how long ago/when that commit was made

README file

The bottom of the right panel has information about the languages in the project

# Language/Shell Specific References

- [bash](#)
- [C](#)
- [Python](#)

## Bash commands

| command                         | explanation   |
|---------------------------------|---|
| <code>pwd</code>                | print working directory                                     |
| <code>cd &lt;path&gt;</code>    | change directory to path                                    |
| <code>mkdir &lt;name&gt;</code> | make a directory called name                                |
| <code>ls</code>                 | list, show the files  |
| <code>touch</code>              | create an empty file  |
| <code>echo 'message'</code>     | repeat 'message' to stdout                                  |
| <code>&gt;</code>               | write redirect  |
| <code>&gt;&gt;</code>           | append redirect   |
| <code>rm file</code>            | remove (delete) <code>file</code>                           |
| <code>cat</code>                | concatenate a file to standard out (show the file contents) |

## git commands

| command                               | explanation  |
|---------------------------------------|--|
| <code>status</code>                   | describe what relationship between the working directory and git                         |
| <code>clone &lt;url&gt;</code>        | make a new folder locally and download the repo into it from url, set up a remote to url |
| <code>add &lt;file&gt;</code>         | add file to staging area   |
| <code>commit -m 'message'</code>      | commit using the message in quotes   |
| <code>push</code>                     | send to the remote   |
| <code>git log</code>                  | show list of commit history  |
| <code>git branch</code>               | list branches in the repo  |
| <code>git branch new_name</code>      | create a <code>new_name</code> branch  |
| <code>git checkout -b new_Name</code> | create a <code>new_name</code> branch and switch to it                                   |
| <code>git pull</code>                 | apply or fetch and apply changes from a remote branch to a local branch                  |
| <code>git commit -a -m 'msg'</code>   | the <code>-a</code> option adds modified files (but not untracked)                       |

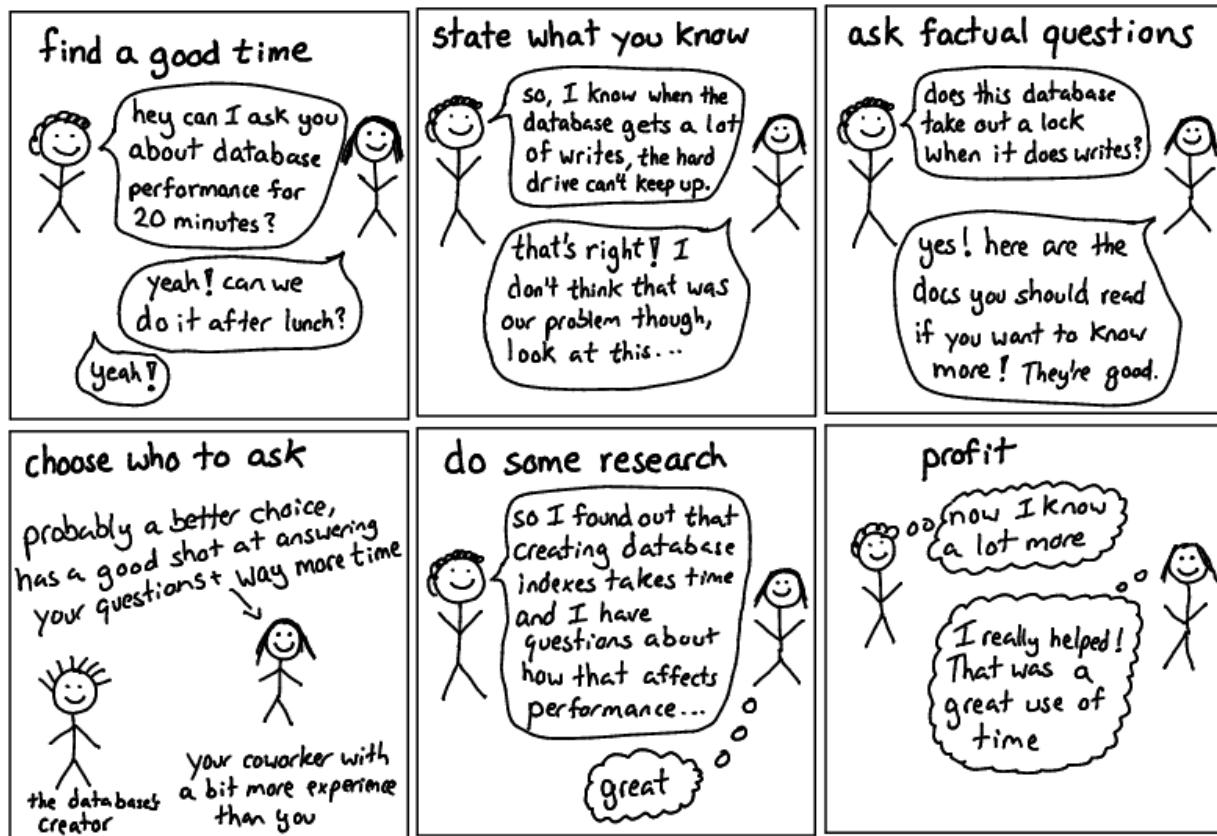
## Getting Help with Programming

This class will help you get better at reading errors and understanding what they might be trying to tell you. In addition here are some more general resources.

# Asking Questions

JULIA EVANS  
@b0rk

## asking good questions



One of my favorite resources that describes how to ask good questions is [this blog post](#) by Julia Evans, a developer who writes comics about the things she learns in the course of her work and publisher of [wizard zines](#).

## Describing what you have so far

Stackoverflow is a common place for programmers to post and answer questions.

As such, they have written a good [guide on creating a minimal, reproducible example](#).

Creating a minimal reproducible example may even help you debug your own code, but if it does not, it will definitely make it easier for another person to understand what you have, what your goal is, and what's working.

## Getting Organized for class

The only **required** things are in the Tools section of the syllabus, but this organizational structure will help keep you on top of what is going on.

Your username will be appended to the end of the repository name for each of your assignments in class.

# File structure

I recommend the following organization structure for the course:

```
CSC3392
|- kw1-
|- gh-inclass
|- semYYYY
|- ...
```

This is one top level folder will all materials in it. A folder inside that for in class notes, and one folder per repository.

Please **do not** include all of your notes or your other assignments all inside your portfolio, it will make it harder to grade.

## Finding repositories on github

Each assignment repository will be created on GitHub with the [compsys-progtools](#) organization as the owner, not your personal account. Since your account is not the owner, they do not show on your profile.

If you go to the main page of the [organization](#) you can search by your username (or the first few characters of it) and see only your repositories.

## More info on cpus

| Resource  | Level | Type    | Summary   |
|---|-------|---------|---|
| <a href="#">What is a CPU, and What Does It Do?</a> | 1     | Article | Easy to read article that explains CPUs and their use. Also touches on "buses" and GPUs.        |
| <a href="#">Processors Explained for Beginners</a>  | 1     | Video   | Video that explains what CPUs are and how they work and are assembled.                          |
| <a href="#">The Central Processing Unit</a>         | 1     | Video   | Video by Crash Course that explains what the Central Processing Unit (CPU) is and how it works. |

## Windows Help & Notes

## CRLF Warning

This is GitBash telling you that git is helping. Windows uses two characters for a new line [CR](#) (carriage return) and [LF](#) (line feed). Classic Mac Operating system used the [CR](#) character. Unix-like systems (including MacOS X) use only the [LF](#) character. If you try to open a file on Windows that has only [LF](#) characters, Windows will think it's all one line. To help you,

since git knows people collaborate across file systems, when you check out files from the git database (`.git/` directory) git replaces `LF` characters with `CRLF` before updating your working directory.

When working on Windows, when you make a file locally, each new line will have `CRLF` in it. If your collaborator (or server, eg GitHub) runs not a unix or linux based operating system (it almost certainly does) these extra characters will make a mess and make the system interpret your code wrong. To help you out, git will automatically, for Windows users, convert `CRLF` to `LF` when it adds your work to the index (staging area). Then when you push, it's the compatible version.

[git documentation of the feature](#)

## Jupyter Book - Issues During or After Installation

### 1. Check Python Installation:

Run `python --version`. If it shows a version, continue. If not, install Python from <https://www.python.org/downloads/> If you get a "Permission Denied" message, see the "Adding Permissions" section below If you know python is installed, see the "Checking Paths" section below

### 2. Install Jupyter Book:

Ensure Jupyter Book is installed using `pip install -U jupyter-book`. If `jupyter-book --version` returns then "command not found," see "Checking Paths" below If you get a "Permission Denied" message, see the "Adding Permissions" section below

### 3. Check Installation Errors:

If there were no errors during installation, skip to Step 4.

If there were errors with a path (e.g., missing "Scripts" folder), see the "Checking Path" section.

### 4. Check for Directory: Ensure the following directories exist: (Can check through File Explorer or through terminal)

```
C:\Users\[YOUR USERNAME]\AppData\Roaming\Python\Python[VERSION#]\  
C:\Users\[YOUR USERNAME]\AppData\Roaming\Python\Python[VERSION#]\Scripts\
```

If it does, move on If not, ensure that Python was installed correctly from the website download, NOT the Windows Store

### 5. Final Troubleshooting:

If issues persist, contact your Professor or TA for help! :)

## Checking Paths

If you get a `Command Not Found` message when trying to run `python` or `pip`, most likely your environment variable paths missing. First ensure the following directories exist: (Can check through File Explorer or through terminal)

```
C:\Users\[YOUR USERNAME]\AppData\Roaming\Python\Python[VERSION#]\  
C:\Users\[YOUR USERNAME]\AppData\Roaming\Python\Python[VERSION#]\Scripts\
```

If they do, there are two methods to ensuring the path variables exist and adding them if not:

### Method 1

1. Go to your taskbar Search

2. Search for and open “Edit the system environment variables”
3. Click “Environment Variables...” in the window that opened
4. Click “Path” line then “Edit...”

## Method 2

1. Press `Windows + R`, type `sysdm.cpl`, and press Enter.
2. Go to the **Advanced** tab → **Environment Variables**.
3. Add the path containing the “Scripts” folder to the `Path` variable. Save and exit.
4. Reopen Git Bash and try `jupyter-book --version`. If it works, you’re done!
  - If “Access denied” occurs, try `sudo jupyter-book --version`. Windows Defender may prompt you to unlock the file. After unlocking, try the command again.

## Adding Permissions

If you get a `Permission Denied` message when trying to run commands, Windows Security is blocking it.

- If you get a pop-up notification when trying to run a command, simply click “unblock” each time
  - If you don’t get a pop-up notif, follow the steps below to add an exclusion for Python
1. Go to your taskbar Search
  2. Search for and open “Windows Security”
  3. Go to the “Virus & threat protection” section on the left
  4. Under “Virus & threat protection settings” click “manage settings”
  5. Scroll down to the “Exclusions” section and click “Add or remove exclusions”
  6. Click “Add an exclusion”, then “Folder”
  7. Find and select the folder Python installed in
    - Should be `C:\Users\[YOUR USERNAME]\AppData\Roaming\Python\`