Laboratórios de Computadores:
Apresentação do Lab 0
Computer Labs: Lab 0 Introduction
2º MIEIC

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Lab 0: Goals

1. Create the groups
   - ▶ Remember that groups should have 2 members
   - ▶ Only registered students will be able to join groups
2. Create a Redmine project per group
   - ▶ So that you will get an SVN repository for LCOM
3. Develop, compile and run a C program in Minix
   - ▶ So that you will be able to prepare the next lab
4. Introduce you to SVN, a version control tool
   - ▶ To make it easier to save your work from one lab class to the next
   - ▶ So that you are able to submit your code for the graded labs
5. To introduce you to the Minix (Unix) command line
   - ▶ So that you can use Minix in a more efficient way

Lab 0: Preparation (1/2)

- Take a look at the lab's handout
- Watch a few YouTube tutorial videos on Redmine

  Managing Users Redmine Intro - 2 - Managing Users: Very useful, as you'll have to add members to the project in a very similar way

  Repositories Redmine Intro - 3 - Repositories: Details in FEUP are different (lab script)

  Overview Redmine - A Guided Tour: Overview of some redmine features useful for tracking a project's activity

- Read these notes about logging in Minix (after going over the lab's handout).

Lab 0: Preparation (2/2)

- ▶ Refresh your Linux skills
  - ▶ Using Ubuntu's Unity user interface
  - ▶ Using the command line interface (The Linux Command Line for Beginners, from Ubuntu
  - ▶ Running a compiled program from the command line
- ▶ Refresh your C knowledge
  - ▶ `main()` and basic constructs
  - ▶ C program compilation (from the command line)

Remember You are expected to spend about 5 hours to prepare for Lab 0

Suggestion Bring your laptop to set up your development environment
  - ▶ Try to install
    - ▶ VirtualBox

  on Linux (possibly running on a virtual machine) on your laptop beforehand.