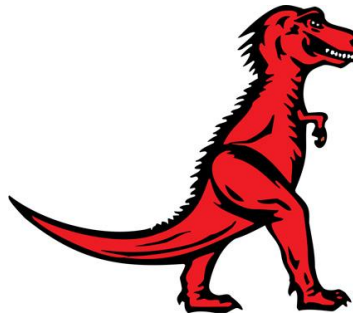


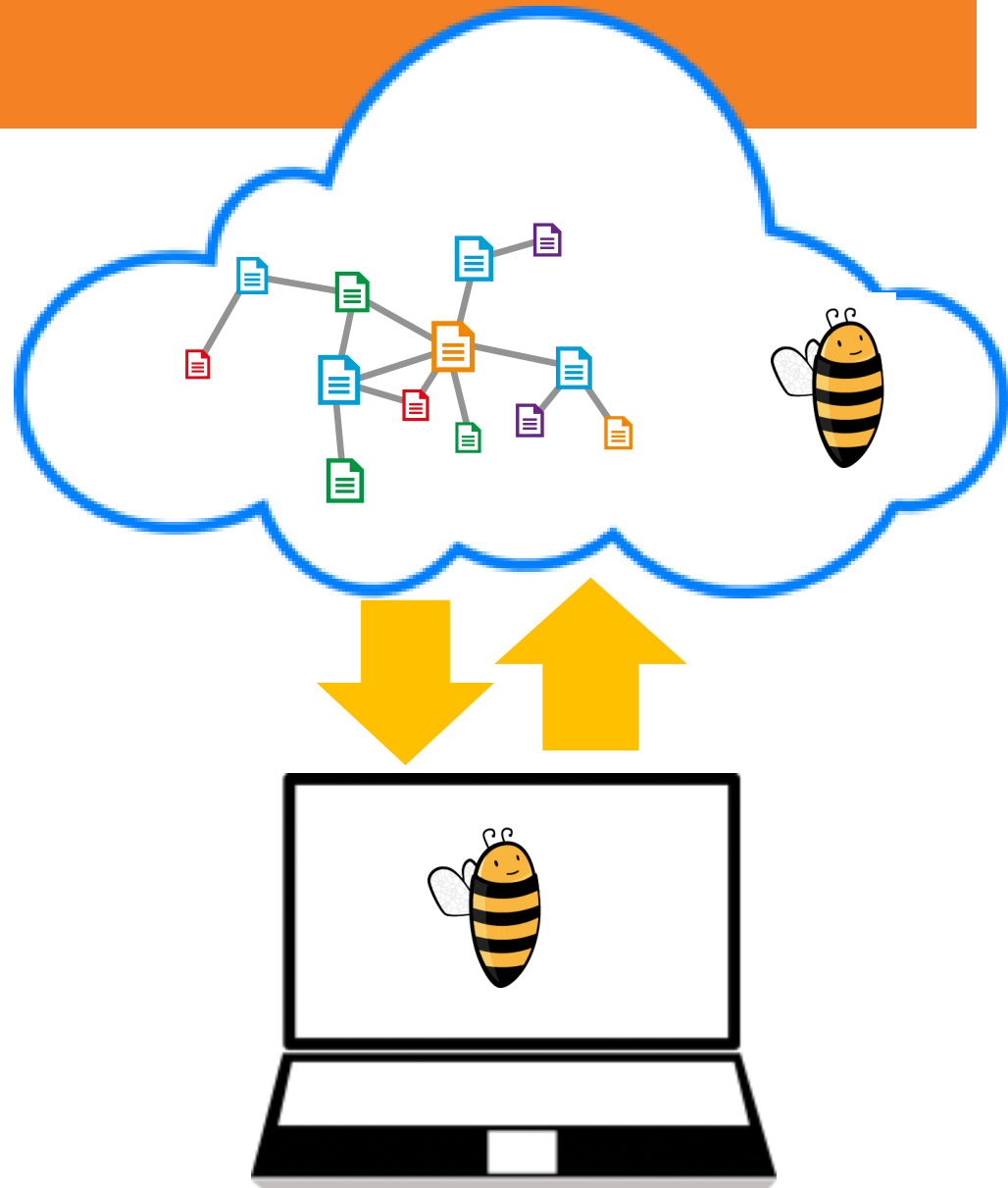
Biicode C/C++ dep
manager Tech

EXISTING DEP MANAGERS



WHAT IS BIICODE?

- Dep manager for C/C++
- Hosting service
- Build/project automation



Hello Bii!

\$ bii init -L

(jdaniel)



\$ bii build
HelloBii!

main.cpp

```
#include "hello.h"
main() {
    hello();
}
```

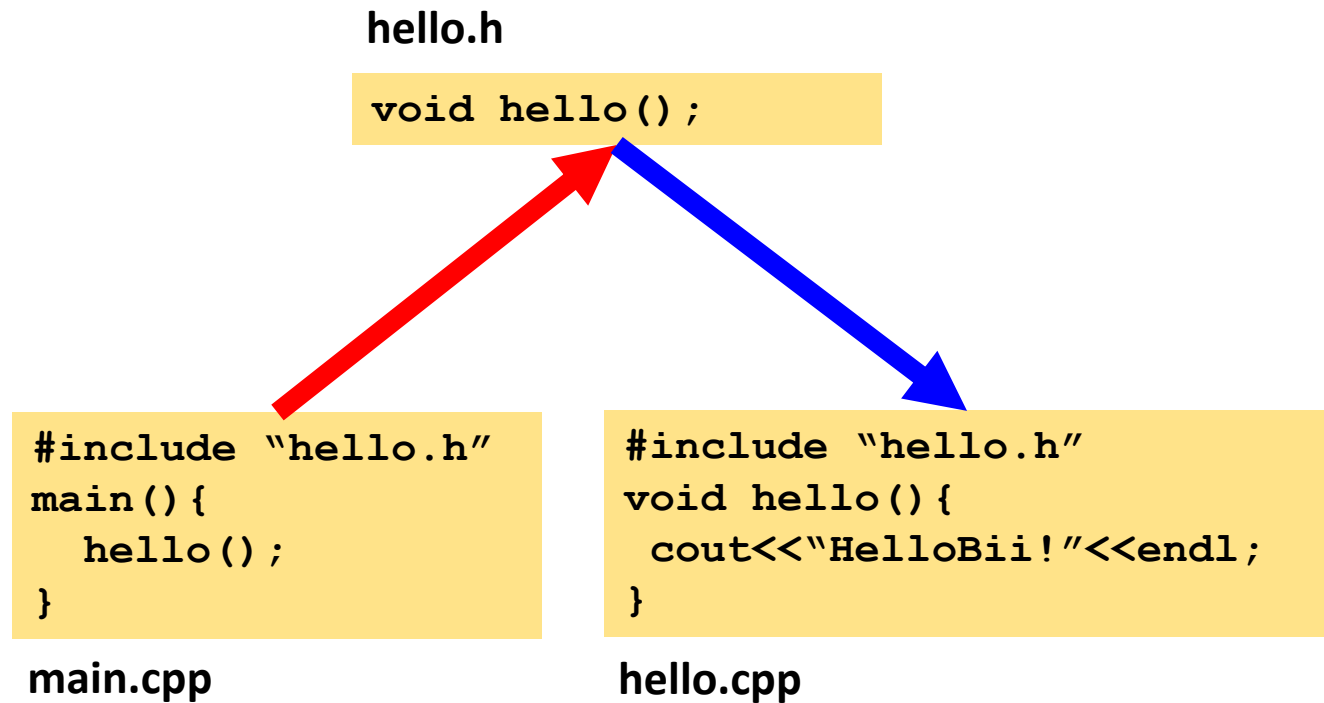
hello.h

```
void hello();
```

hello.cpp

```
#include "hello.h"
void hello() {
    cout<<"HelloBii!"<<endl;
}
```

Dependencies Graph



Automate Build

Not that simple in reality, this is just the spirit



CMakeLists.txt

```
ADD_EXECUTABLE(jdaniel_hello
               main.cpp
               hello.cpp)
```

hello.h

```
void hello();
```

```
#include "hello.h"
main() {
    hello();
}
```

main.cpp

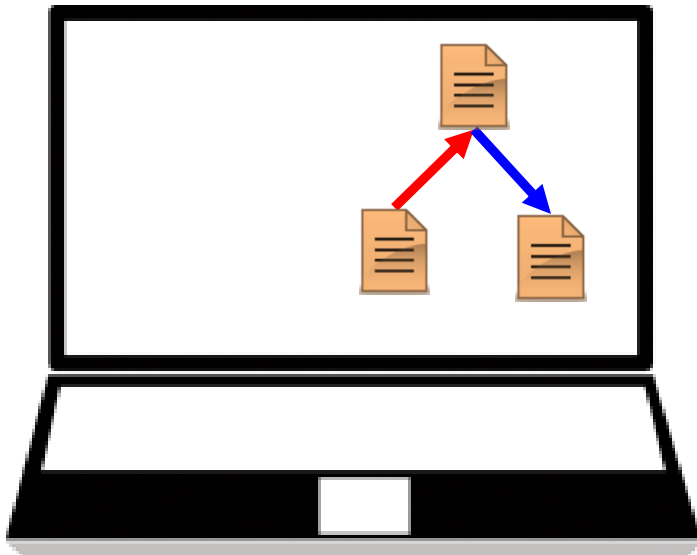
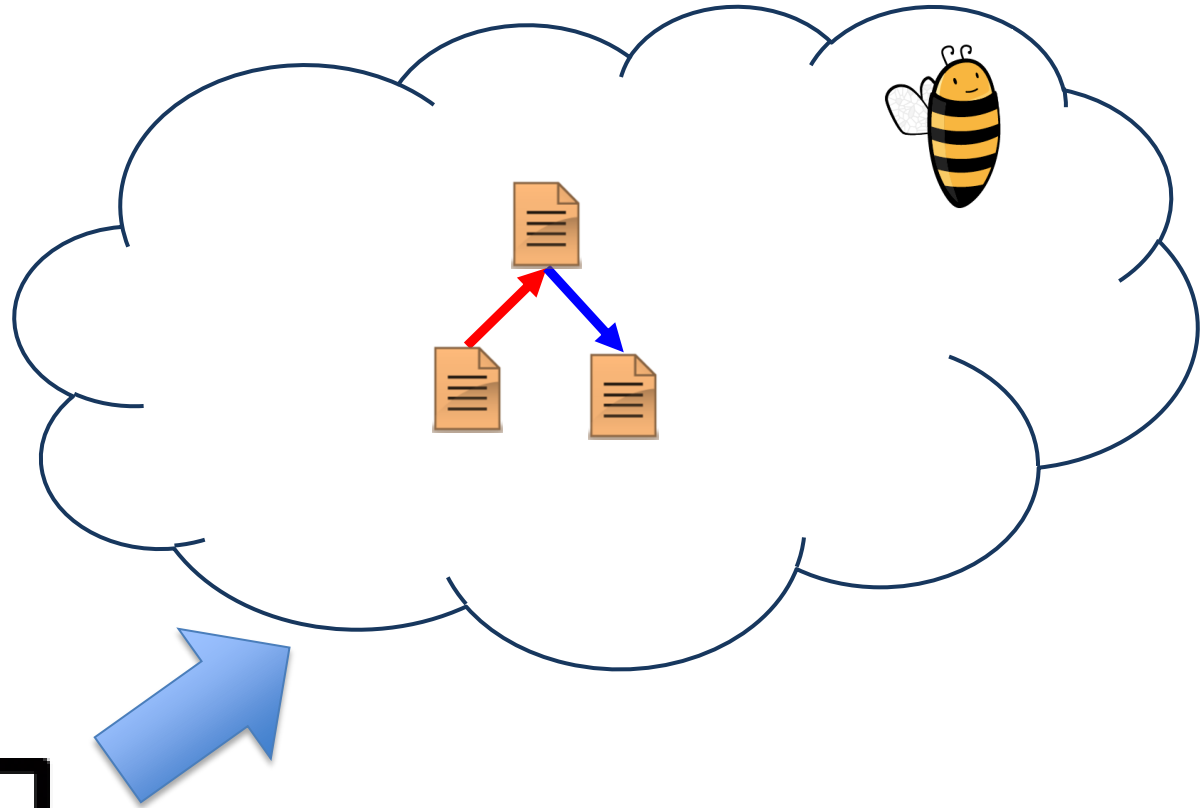
```
#include "hello.h"
void hello() {
    cout<<"HelloBii!"<<endl;
}
```

hello.cpp



Publish

\$ bii publish
tag: STABLE



No packaging
No binaries
No libs
No configuration

Defining dependencies

(Iguerrero) \$ bii init -L



\$ bii find

\$ bii build

HelloBii!

HelloBii!

chat.h

```
#include "jdaniel/hello/hello.h"
void chat(){
    hello();
    hello();
}
```

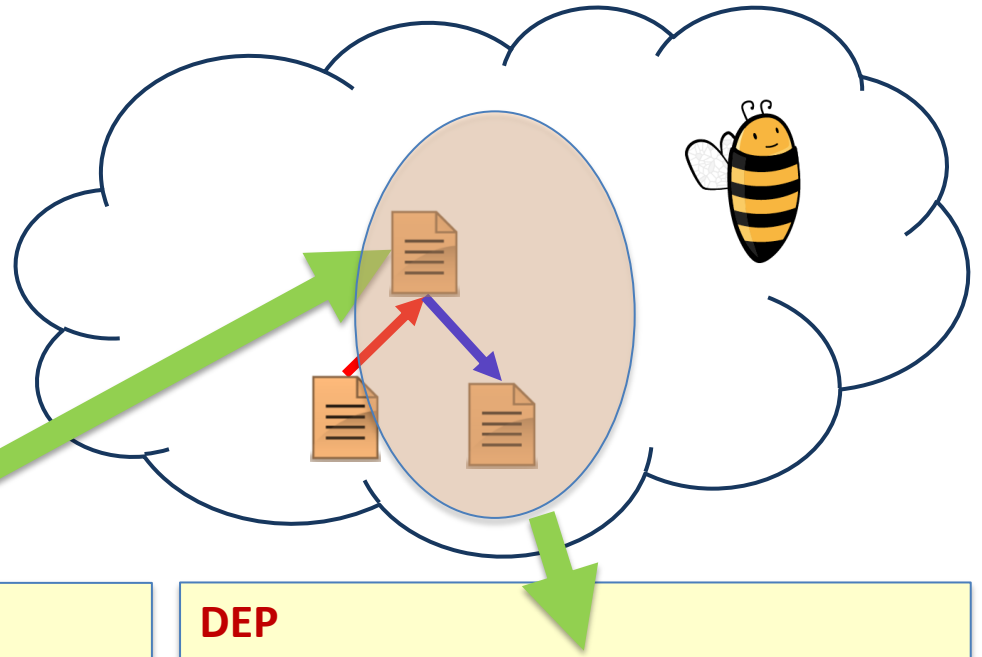
main.cpp

```
#include "chat.h"
main(){
    chat();
}
```

Not really necessary to write full path, can define in biicode.conf:

[includes]
hello.h: jdaniel/hello

Find & Get



SRC

```
#include "jdaniel/hello/hello.h"
void chat(){
    hello();
    hello();
}
```

chat.h

```
#include "chat.h"
main(){
    chat();
}
```

main.cpp

DEP

jdaniel/hello/hello.h

```
void hello();
```

```
#include "hello.h"
void hello(){
    cout<<"HelloBii!"<<endl;
}
```

jdaniel/hello/hello.cpp

Build

CMakeLists.txt

```
ADD_LIBRARY(jdaniel_hello
            hello.cpp)
ADD_EXECUTABLE(lguerrero_chat
               main.cpp)
TARGET_LINK_LIBRARIES(lguerrero_chat
                       jdaniel_hello)
```

SRC

```
#include "jdaniel/hello/hello.h"
void chat(){
    hello();
    hello();
}
```

chat.h

```
#include "chat.h"
main(){
    chat();
}
```

main.cpp

DEP

jdaniel/hello/hello.h

void hello();

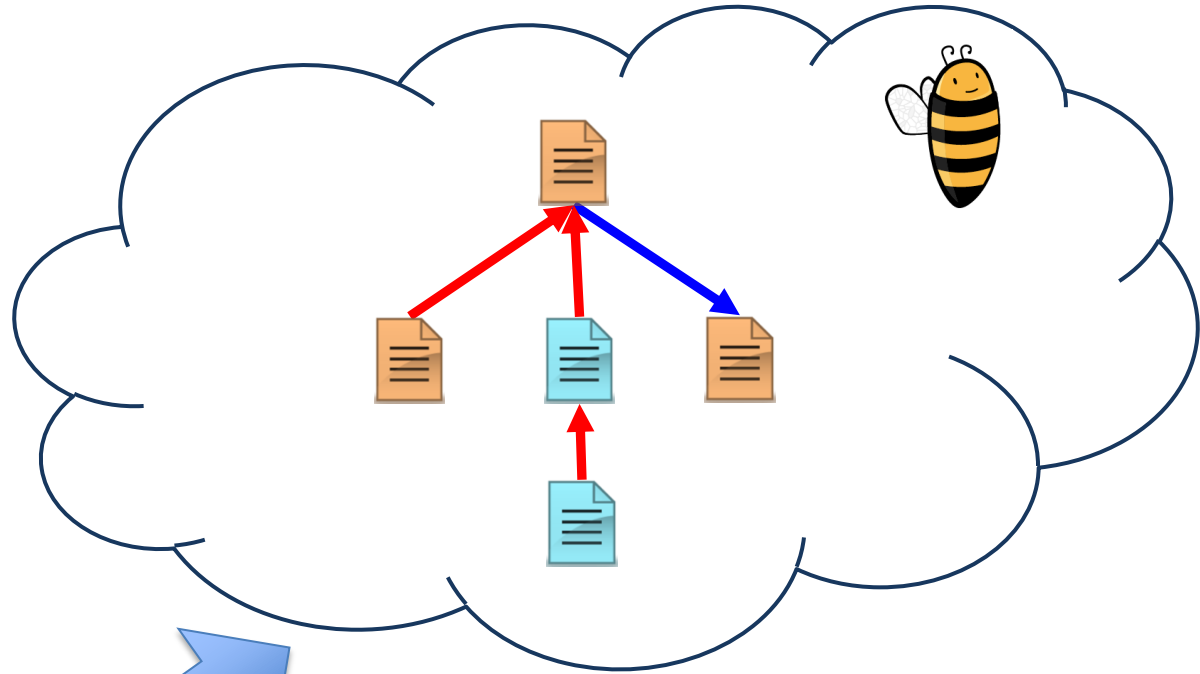
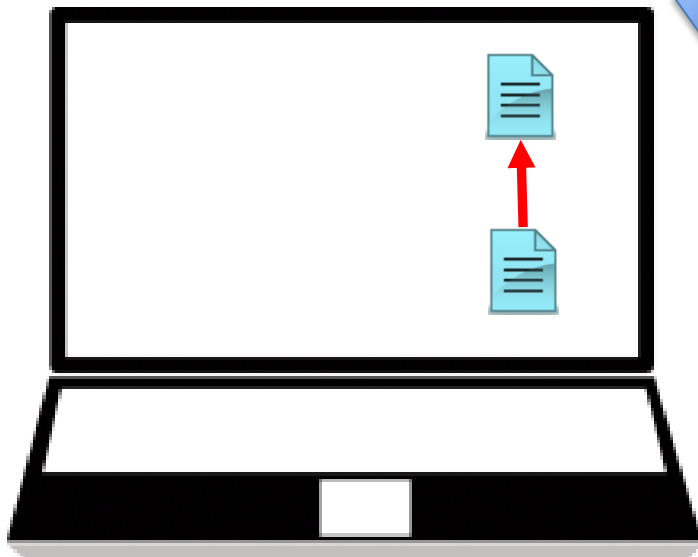
```
#include "hello.h"
void hello(){
    cout<<"HelloBii!"<<endl;
}
```

jdaniel/hello/hello.cpp



Publish

\$ bii publish



Reuse & Play

\$ bii init -L

(mark)

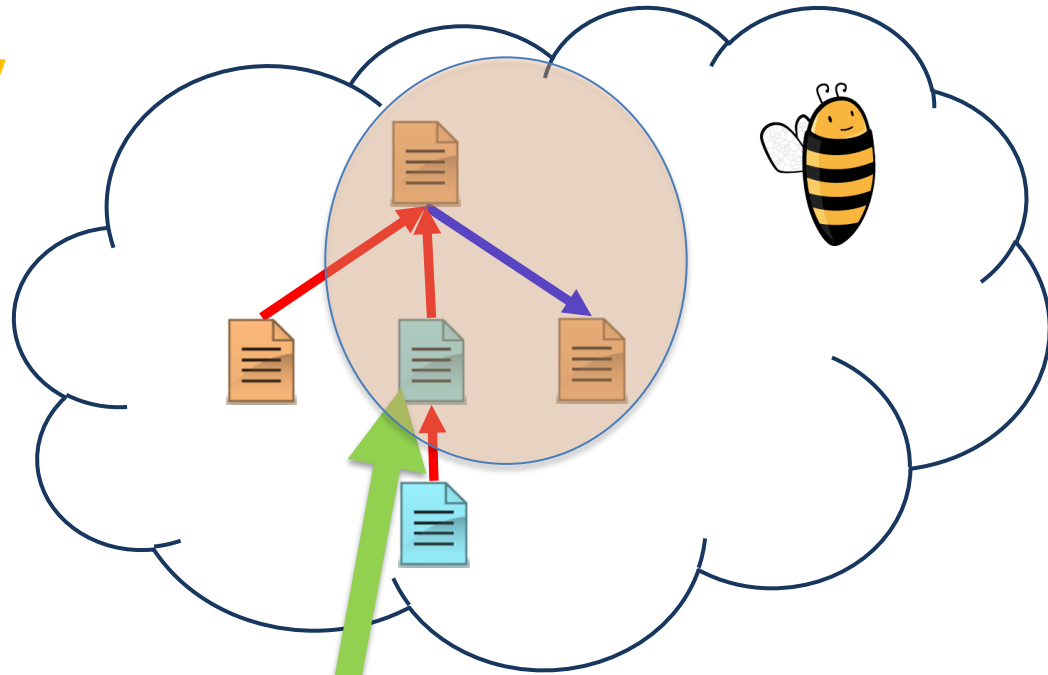


\$ bii find

\$ bii build

HelloBii!

HelloBii!

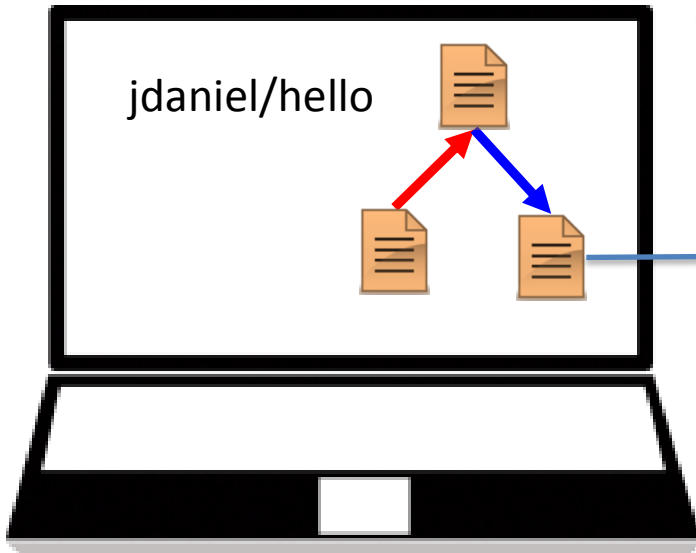
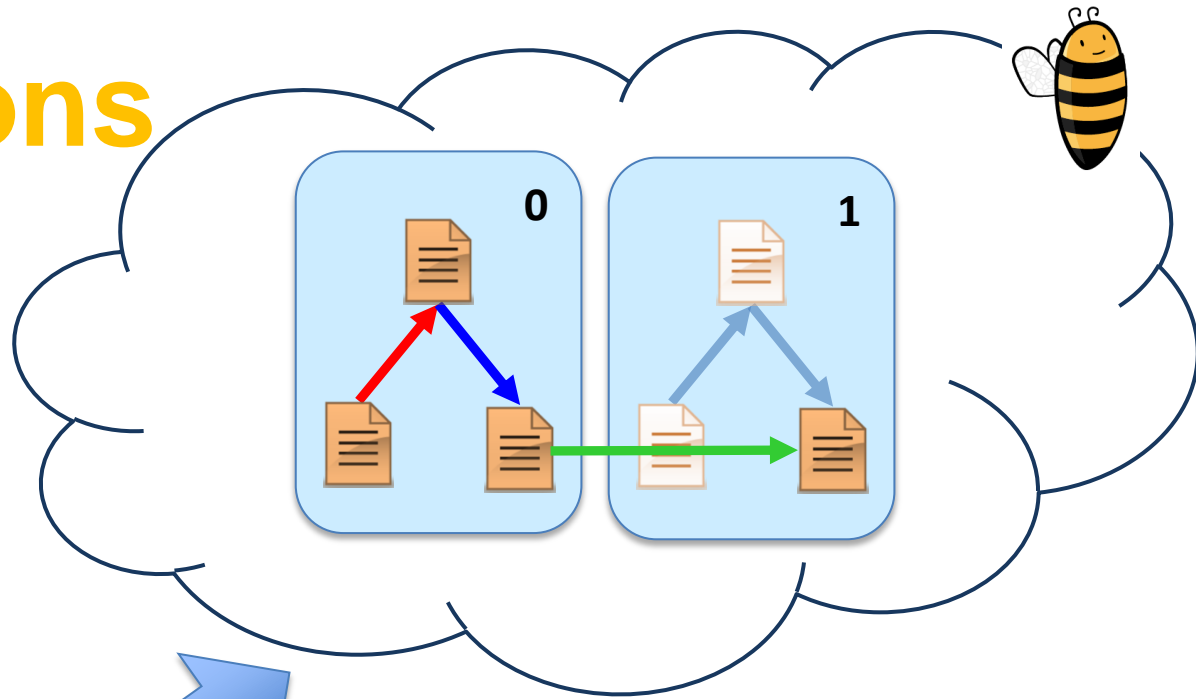


```
#include "lguerrero/chat/chat.h"  
main() {  
    chat();  
}
```

main.cpp

Dep Versions

\$ bii publish
tag: STABLE



```
#include "hello.h"
void hello(){
    cout<<"Bii rocks!"<<endl;
}
```

**Now jdaniel modifies and publish again
hello.cpp**

Update

```
$ cd chat
```

(Iguerrero)



```
$ bii find --update
```

Not really necessary if
in DEV version. DEV
version is
transparently updated

```
$ bii build
```

Bii rocks!

Bii rocks!

Tracks (publish your own mods)

(lguerrero) \$ cd chat

\$ bii open idaniel/hello

jdaniel/hello/hello.cpp



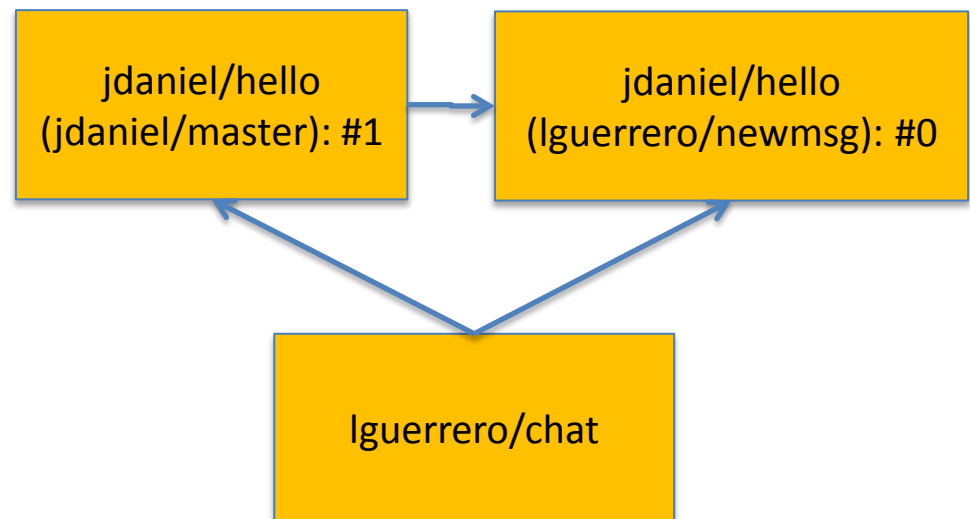
```
#include "hello.h"
void hello() {
    cout<<"Bii super rocks!"<<endl;
}
```

\$ bii build

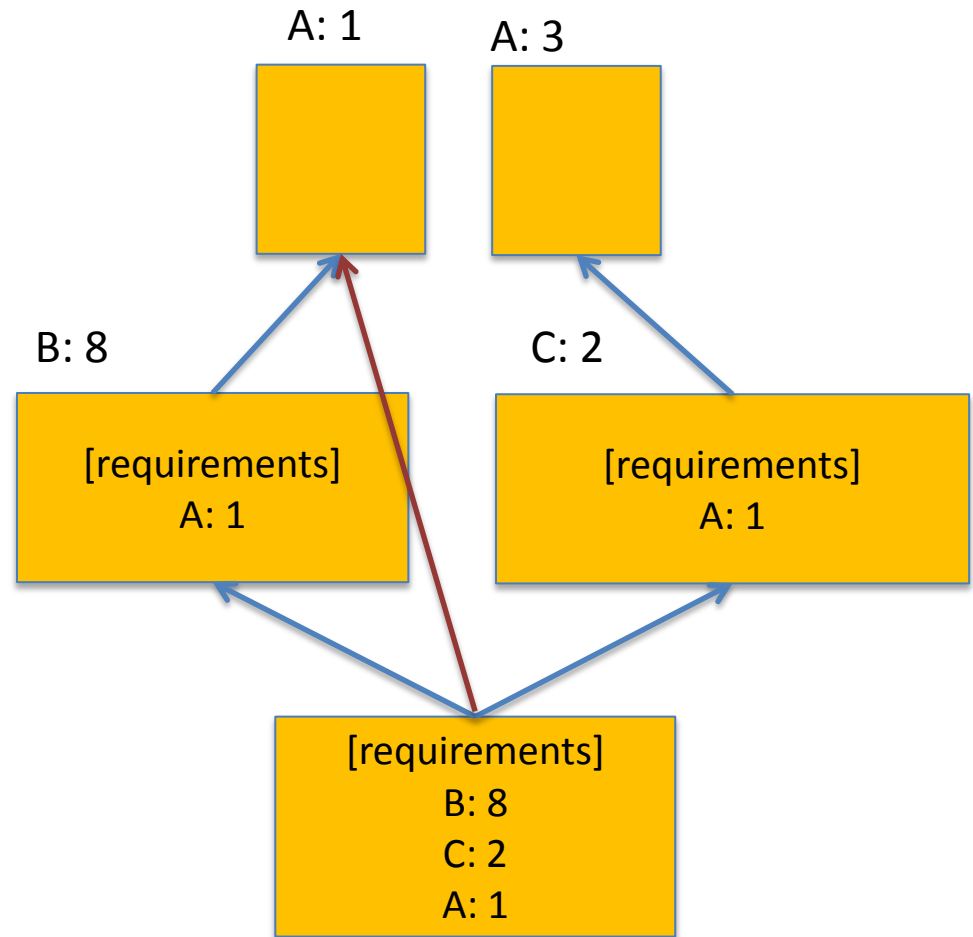
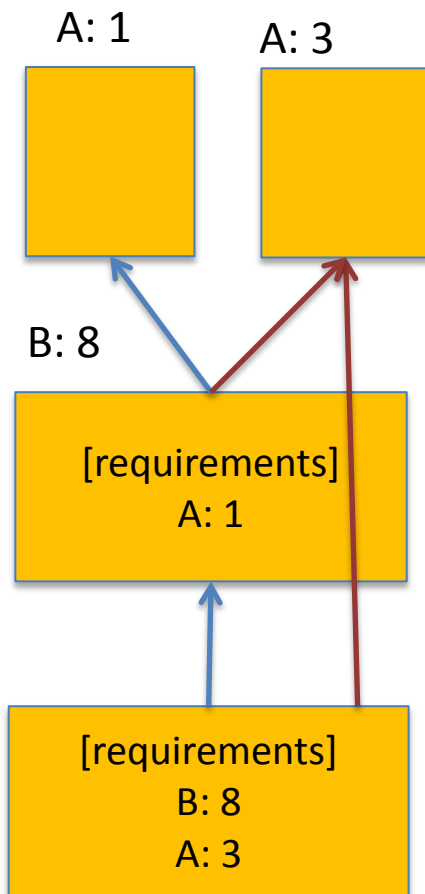
Bii super rocks!

Bii super rocks!

\$ bii publish hello



Conflict resolution – Dep overriding





THANK YOU!

[@biicode](#)

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www.biicode.com