CS110 Discussion Week2

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content

- Linux and CLI
- ② Git
- GCC and GDB
- 4 Static and dynamic library
- Makefile

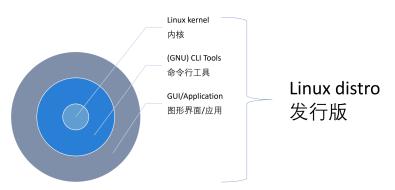
preface

- Not just a discussion, more like an Lab.
- Lots of **practical content**, a little hard for Linux beginners.
- There will be code and command line operations.



What is Linux

- Linux is a family of open-source Unix-like **operating systems** based on the Linux kernel.
- There are lots of Linux distributions such as Ubuntu, Debian, Arch, NixOS...



Install a Linux system

- Opt1: dual system
- Opt2: virtual machine(a in-class demo)
 - Easy to start kubuntu20.04, 22.04 virtual machine: Linux 101
 - ubuntu20.04, 22.04, 24.04 image: Tsinghua mirrors
 - VirtualBox vs VMware
- WSL is not suggested



Shell and terminal

- **Shell**: A family of programs which enable user to interact with kernel, like bash, csh, zsh...
- **Terminal**: A TUI/GUI where user can type in their command. Each time a terminal is created, it will run shell.
 - Gnome Terminal: enter ctrl+alt+T to open gnome default GUI terminal
 - TTY: enter ctrl+alt+F1 to open TUI terminal

Basic usage of Shell

- whoami: print current user name.
- hostname: print this machine's name.
- cd [directory]: switch to directory
- Is: list all the files and directories under current directory.
- pwd: print absolute path of current directory.
- mkdir [name] : create an empty under current directory.
- rm [file..] : delete files.
- sudo apt install [software name]: install commands with superuser privileges.
- man [command]: show manual of the command.
- touch [file]: change file timestamps.
- cat [file]: print the content of file.
- vim [file]: terminal editor.
- mv [old name] [new name]: move or rename file or directory.

Shell script

- Shell script is a file written by commands and shell syntax.
- The shell will interrupt and execute it

```
#!/bin/bash
mkdir hello
cd hello
for i in {0..9}
do
    touch "hello$i.c"
done
```

Reference about shell syntax and script

- Missing Semester of Your CS Education: MIT's beginner-oriented Linux courses, highly recommanded!
- Linux 101 chapter9: Introduction to useful command line tools.
- Bash scripting cheatsheet: A table of common Bash syntax



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Introduction of Git

Git is a **distributed version control** system that tracks changes in any set of computer files, usually **used for coordinating work** among programmers collaboratively developing source code during software development.



In the beginning

- install Git in linux : sudo apt install -y git
- Initialization configuration :
 - by command line :

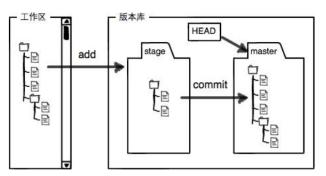
```
git config --global user.email "email@example.com"
git config --global user.name "Your Name"
```

 by configuration file: create file ~/.gitconfig or ~/.config/git/config add below information

```
[user]
  email = "email@example.com"
  name = "Your Name"
```

Three important areas of Git

- workspace: a folder in your computer which stores all files of your project
- ② stage: a temporary area which is used to store your changes
- o repository: the place where all the information and files are stored



How to create a Git repository

- use **git init** under a folder to create an empty repository, then the folder will be a git repository.
- 2 use git clone url to download an existed repository,
 - url could be a webseite or a local path



How to manage a local Git repository

After create or clone, a Git repository is now in your computer. The following command is the most frequently used to manage your Git repository

- use git add [files..] to add some files from workspace into the stage
- use git commit [files..] to add files from stage into repository
- use git status to check the current status of the git repository
- 4 use git log to view all the previous commit
- use git checkout - [files..] to discard changes in workspace
- more in official document



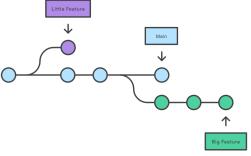
How to manage a remote Git repository

- use git remote -v show remote repository details name
- use git pull to update the local git repository
- use git push to push local commit at branch to the remote repository



What is a branch

Branches are different commits based on one commit.



- use git branch to check all the branches
- use git checkout -b [name] to create branch
- use git checkout [name] to switch branch
- use **git merge** [name] to merge changes into the current branch.

Reference about Git

- MIT Git tutorial: Introduction to basic Git concepts and common commands with video.
- 2 Git document: long but useful for search.
- 3 Liao Xuefeng's tutorial: Chinese Git introduction with video.



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Introduction of GCC

- GCC is short for GNU Compiler Collection. It is a widely used compiler for C and C++.
- Use GCC to compile C and g++ for C++.
- Basic command: gcc xxx.c -o xxx
- you can add arguments to enable some functions



Warning operation

 -Wpedantic: enable warnings about compiler or language compatibility.

```
// gcc -std=c99 -Wpedantic test.c
// warning: ISO C forbids braced-groups within expressions
int main() {
   int a = ({ int b = 5; b; });
   return a;
}
```

- -Wall: enables warnings about constructions that some users consider questionable, and that are easy to avoid.
- -Wextra: enables extra warning that are not enabled by -Wall
- -Werror: Make all warnings into errors.
- more to see Options to Request or Suppress Warnings

Optimization operation

- -O0,-O1,-O2,-O3 : different level of optimization.
- -flto : link-time optimizer.
- more to see Options That Control Optimization.



Some other useful arguments

- -I: specify path for finding header.
- -std : specify the compile standard.
- -g: add debug information into the executable files.
 - optimization option -Og is recommand if -g is used.



Introduction of GDB

- GDB is short for GNU Debugger.
- Add -g option to enable GDB, when compiling the source code.
- To start GDB, use **gdb** file, where file is the object file.



Basic usage of GDB

- h [args..]: print help for command args.
- r [args..]: start the program with args.
- **b** [line number] : set breakpoint.
- c: Continue program being debugged, after signal or breakpoint.
- s: Step program until it reaches a different source line.
- n: Step program, proceeding through subroutine calls.
- **p** [vars]: print variable.
- layout [vars]: change the layout of windows.
- bt Print backtrace of all stack frames.
- f Select and print a stack frame.



Reference for GCC and GDB

- Unix Programming Tools: a short but pratical introduction about GCC and GCB.
- Standford's GDB and Debugging: Beginner's guide to GDB with video.
- GDB quick reference: cheatsheet about GDB commands.

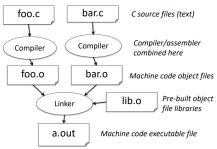


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Link

Building process

- assemble: c syntax text code -> assemble code.
- compile: assemble code -> Executable and Linkable Format(ELF).
- link: combines multiple ELF file into executable file or lib file.



library

Libraries consists of **executable code** such as compiled functions and classes, and optional a collection of **header file**.

- Header file: such as stdio.h, used by developers to write code.
- Static library (executable code):
 - File with suffix .a
 - Totally integrated into executable programs.
 - Program can run without static library.
- Dynamic library (executable code):
 - File with suffix .so
 - Only integrated little symbolic information to executable program.
 - Program will look for the required symbols(function, variable)
 when it is running.
 - Program can not run without dynamic library.

Static library and static linking

Commands related to static linking

```
gcc -c <lib source> -o <lib object> # compile library
ar -rs <lib name> <lib object> # generate library
gcc <source use lib> <lib name> # use library
```

Advantage:

- fast
- program can run independently

Disadvantage:

- large files waste the memory
- combines all ELF together, even those not used code.

Dynamic library and dynamic linking

Commands related to dynamic linking

```
gcc -fpic -c <lib source> -o <lib object> # compile library
gcc -shared -o <lib name> <lib object> # generate library
gcc <source use lib> <lib name> # use library
```

Advantage:

- load needed modules when running, do not need to link all files together before running.
- easy to maintain separately
- decrease the size of executable files

Disadvantage:

- more complex
- may influence the performance

Useful commands about Link

- nm: List symbol names in object file
- readelf: Parser and display information about ELF files
- Idd: Display shared library dependencies of a binary.

• objdump: View information about object files

Reference about link and static/dynamic libraries

 Classic Textbooks: Computer Systems: A Programmer's Perspective(CSAPP) chapter7 Linking

```
图书
深入理解计算机系统 == Computer systems: a programmer's perspective 布赖恩特, (Bryant, Randal E.) 奥哈洛伦, (O'Hallaron, David R.) 龚奕利 雷迎春北京: 机械工业出版社 2011
此 在架上科大图书馆 404专业阅览室 (TP3/4) >
```

• CMU lecture slides for CSAPP chapter7 Linking

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Makefile introduction

What can a Makefile Do:

- Reduce Repetitive Tasks: Avoid manually typing long compiler commands for every file.
- Manage Dependencies: Automatically compile only the parts of the project that have changed.

What is Makefile:

- A special file used by the CLI make to automate some process.
- It defines a set of rules for how to compile and link programs.
- Each rule contains target, dependencies and build commands.

Makefile's rule

Makefile Rule Syntax:

```
target: dependencies...
build commands...
...
```

- target: File name or target name.
- dependencies: Files need for building target, can be empty.
- build commands: Extended shell scripts, could be multiple line.

How to use Makefile

- create file named **Makefile** under any directory
- write your rules in Makefile
- type make <target name> in this directory

```
ubuntu@cloud-img:/tmp/make-example$ cat Makefile
hello:
```

```
echo hello Makefile!
ubuntu@cloud-img:/tmp/make-example$ make hello
echo hello Makefile!
hello Makefile!
```



Pratical tips

- build commands must start with one tab, not space
- declare a non-filename target with keyword .PHONY
- type make -n <target> can only print commands but not execute



Makefile's variable

Basic Usage:

- The default type of makefile variables is string
- define a variable with VarName := value
- use a variable start with \$(VarName)
- Variables can appear in build commands or create new variables.

Little Tips:

- define a variable with VarName ?= value to set a default value.
- shell variable can be used in Makefile

Example: branch var of cs110-discuss2



Reference about Makefile

- how-to-write-makefile: Chinese Makefile guide for beginners
- Learn Makefiles With the tastiest examples: English Makefile guide for beginners with video.
- Makefile manual: long but useful for search.



summarize

context:

- Linux system install and basic command line tools usage.
- Common Git commands: add, commit, log, status, clone, pull, push.
- GCC and GDB: how to compile, run and debug C in Linux.
- Brief introduction about static/dynamic link and library.
- Pratical Makefile guidence.
- Demonstrate with a Git repository which include all topics.

Hope:

- Read the friendly manual.
- Search the friendly webseite.
- Ask the friendly LLM.

