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
 - Monday's section has 3 labs in the schedule
 - I'll send you an email, telling you to which lab you should go
- 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 use 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 (Learn the Command Line, a CodeAcademy course)
 - 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
 - Eclipse as well as the Eclipse's CDT and RSE

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