

Creative Software Programming

Lab 1: Supplementary

ITE1015

2020 second semester

Jiun Bae (maytryark@gmail.com)

Topic

- Advanced usage of VIM
- Concept of Git and basic usage
- C/C++ build and debugging

Vim

VIM

usable in just about
any environment.

does one thing, well.



EMACS

flexible, customizable, and
packed with every feature
known to man.



NANO

mostly used by people
who do not know
what they are doing;
or psychopaths.



© 2015 CURTIS LASSAM - CUBE-PRONE.COM

Vim usage



```
$ sudo apt install vim-gtk
```

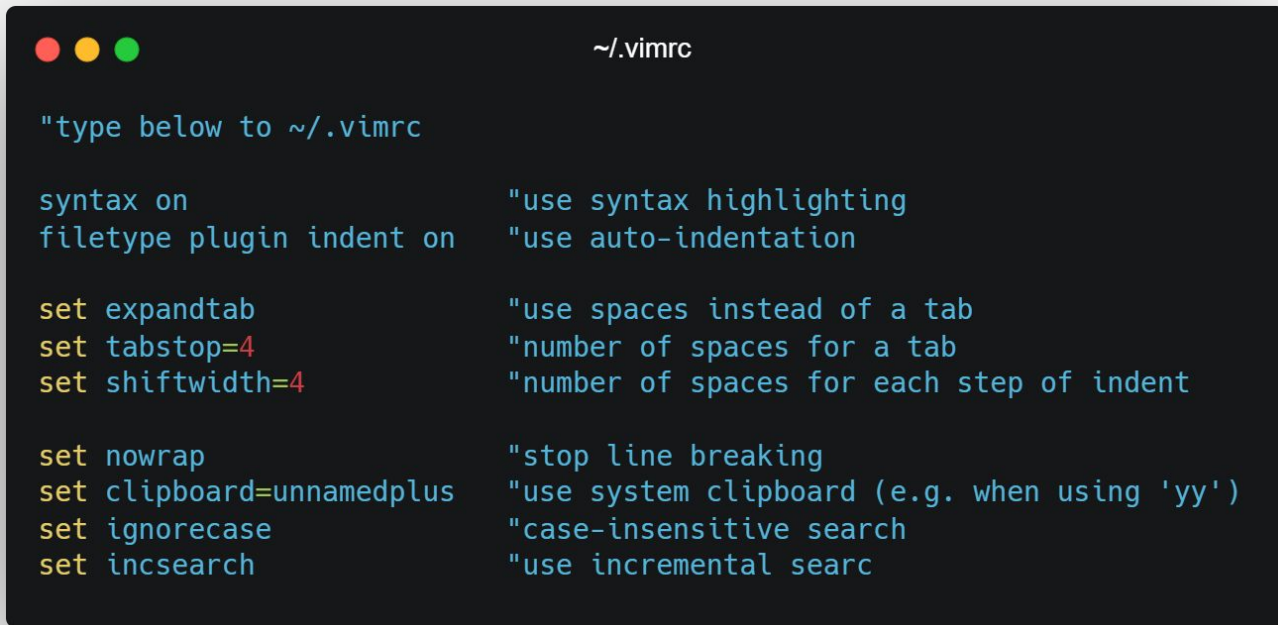
```
# create test.txt or open if exists
```

```
$ vim test.txt
```

```
# .vimrc file is settings of Vim
```

```
$ vim ~/.vimrc
```

Vim config (.vimrc)



```
~/.vimrc

"type below to ~/.vimrc

syntax on           "use syntax highlighting
filetype plugin indent on "use auto-indentation

set expandtab        "use spaces instead of a tab
set tabstop=4        "number of spaces for a tab
set shiftwidth=4     "number of spaces for each step of indent

set nowrap          "stop line breaking
set clipboard=unnamedplus "use system clipboard (e.g. when using 'yy')
set ignorecase      "case-insensitive search
set incsearch       "use incremental search
```

after editing, press 'ESC - :w - Enter' to save, 'ESC - :q - Enter' to quit.
Or 'ESC - :x - Enter' to save and quit.

Vim Visual Mode

Cheatsheet

- <https://vim.rtorr.com/>
- <https://vim.rtorr.com/lang/ko>

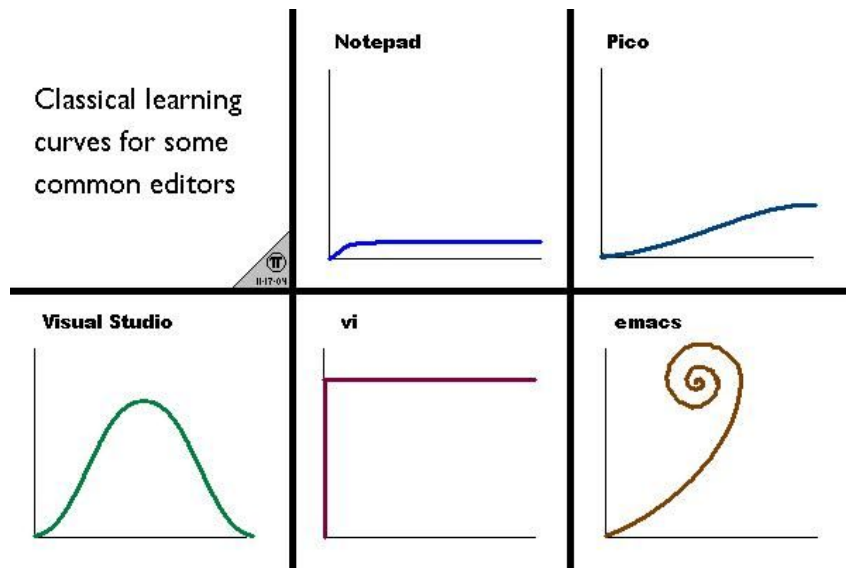
Marking text (visual mode)

- v - start visual mode, mark lines, then do a command (like y-yank)
- V - start linewise visual mode
- Ctrl + v - start visual block mode

In visual mode, mark a block and copy(y), paste(p) and so on.

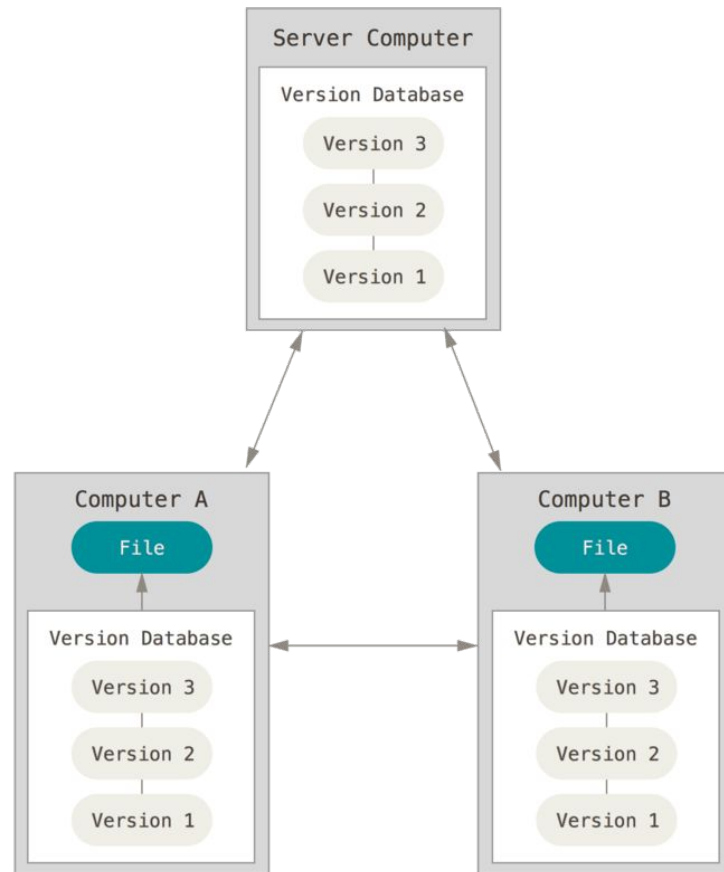
Vim appendix

- Game to learn vim (what???)
 - [VIM Adventures: Learn VIM while playing a game](#)
- Or want to use [emacs](#)?

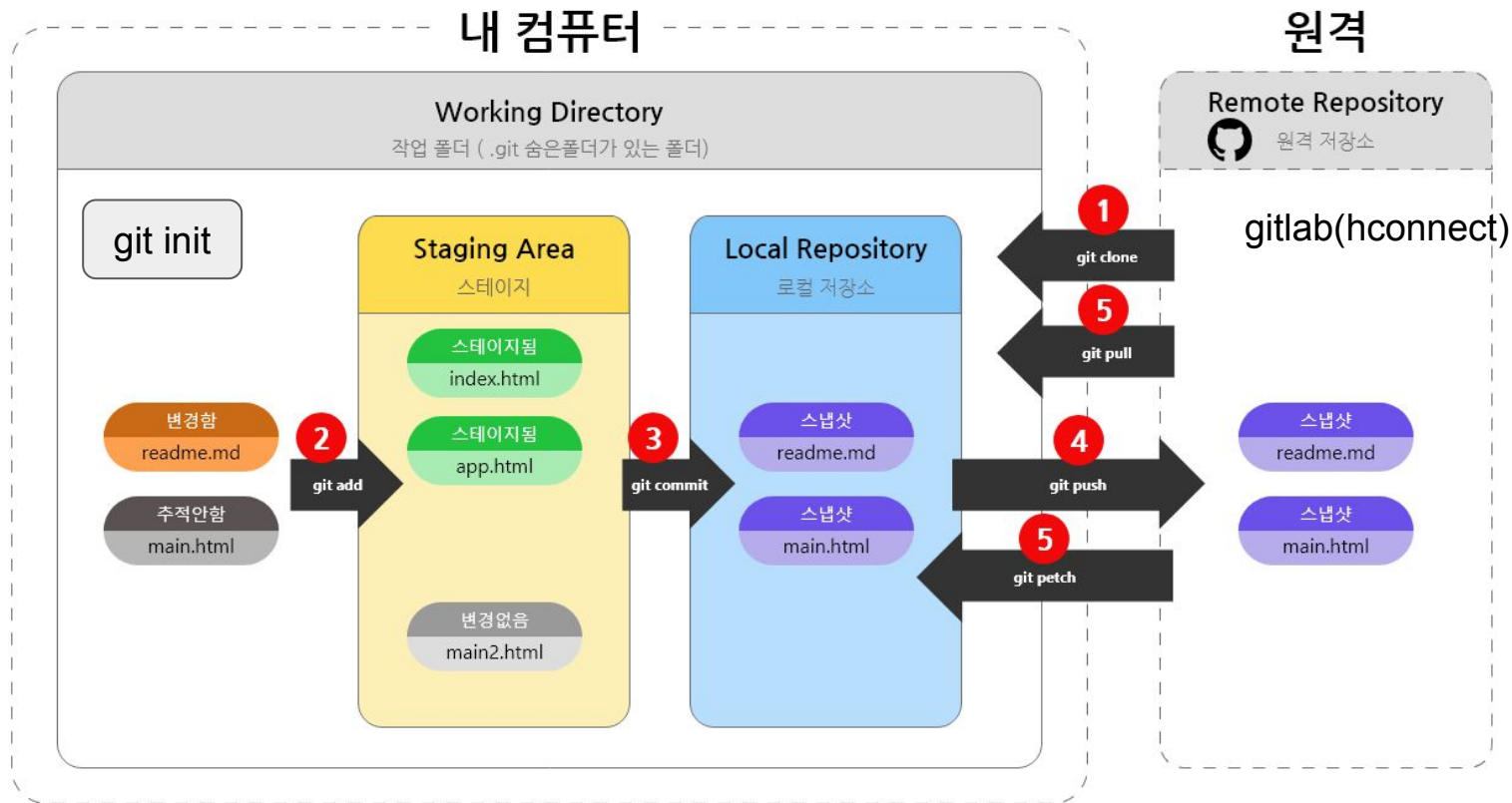


Git

Git is a distributed version-control system for tracking changes in source code during software development.



Git

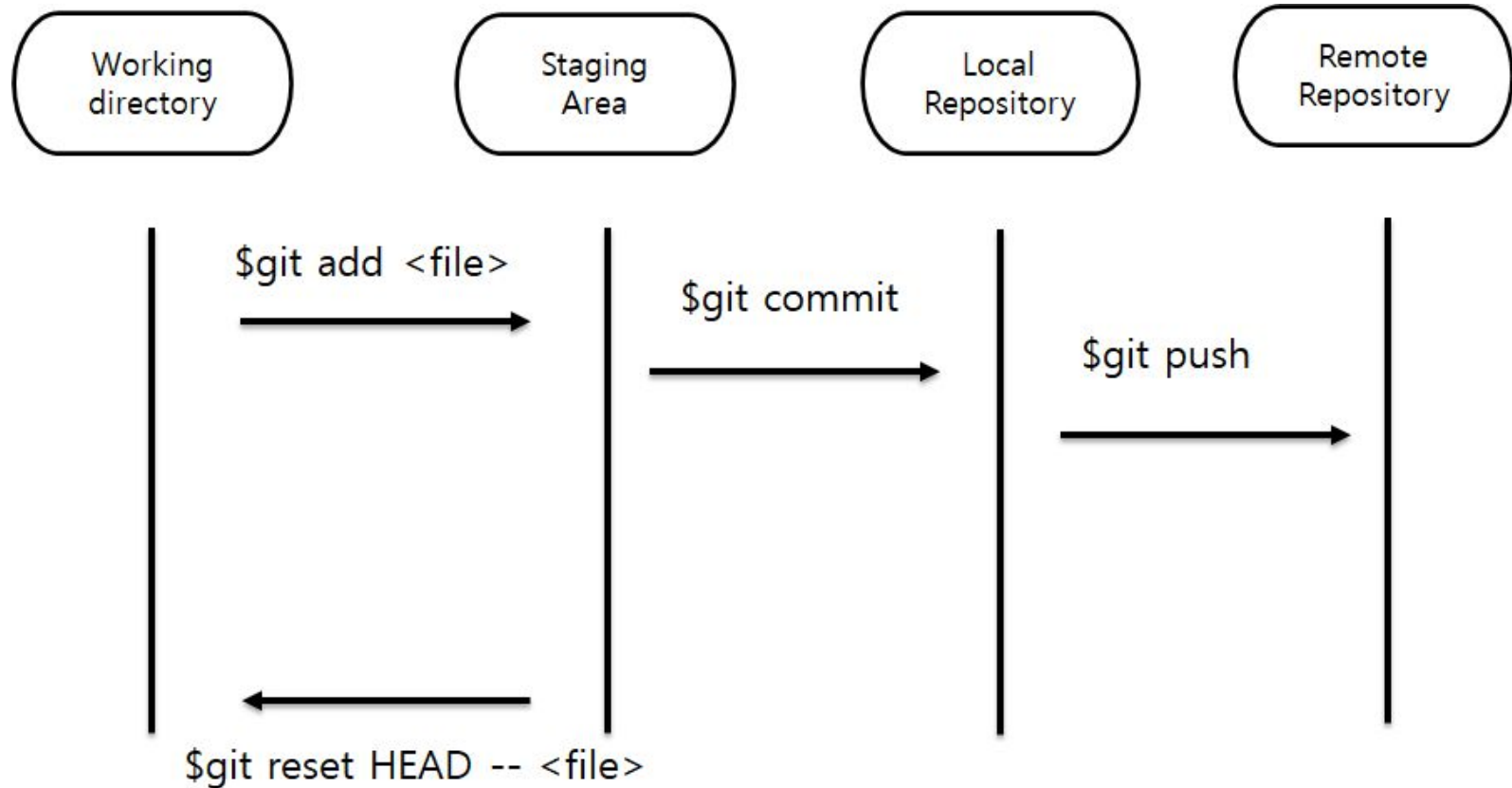


파일관리
(추적)의상태



<https://uxgjs.tistory.com/182>

Git workflow




(Optional) Git documentation

- <https://git-scm.com/book/en/v2>
- <https://git-scm.com/book/ko/v2>

Basic Git usage

Git config



```
$ git config --global user.name "{YourName}"  
$ git config --global user.email "{StudentID}@hanyang.ac.kr"
```

Git basic workflow



```
# clone repository from remote
$ git clone https://hconnect.hanyang.ac.kr/2020_ite1015_12522/{StduentID}.git

# open cloned directory
$ cd {StudentID}

# do something
# (create README.md file and write "# Hello")


# add test.txt to staging (not committed)
$ git add README.md

# commit with message
$ git commit -m "Update README.md"


# upload to remote server
$ git push -u origin master
```


GitLab

https://hconnect.hanyang.ac.kr/2020_ite1015_12522/{StudentID}





Update README.md
Jiun Bae authored 10 minutes ago


a6469834 


 README

 Auto DevOps enabled


 Add LICENSE

 Add CHANGELOG

 Add CONTRIBUTING

 Add Kubernetes cluster

latest commit id
(unique commit id)

Name	Last commit	Last update
 README.md	Update README.md	minutes ago

latest commit message

 **README.md**

Hello

Write "# Hello"

gcc/g++

open-source C++ compiler

Most formats and options are the same as default c-compiler (gcc, cc)

g++ [options] <infile> ...

- -c : compile and assemble, but do not link Create only object file (.o) without creating executable
- -g : debug info. Contains information necessary for debugging (source code, etc.)
- -o <outfile> : Place the output into <outfile>
- -I<dir> : include directory. (directory name to look for headers when compiling)
- -L<dir> : library directory. (Directory name to look for library files when linking)
- -D<symbol>[=def] : define a macro to use at compile time
- ... : There are numerous other options.

Example: Compile

Write main.cc file like below

```
main.cc

#include <iostream>

int main() {
    std::cout << "Hello World!" << std::endl;
    return 0;
}
```

And compile it!

g++ generate executable using source code (main.cc)

```
# -o is output file name
$ g++ main.cc -o main

# run!
$ ./main
Hello World!
```


Example: Compile

Write main.cc, print.cc, print.h file like below

```
main.cc

#include "print.h"

int main() {
    print_hello();
    return 0;
}
```

import print.h

use function defined in print.h

```
b.cc

#include <iostream>
#include "print.h"

void print_hello() {
    std::cout << "Hello World!" << std::endl;
}
```

import for print

```
print.h

void print_hello();
```

Example: Compile

And compile it!

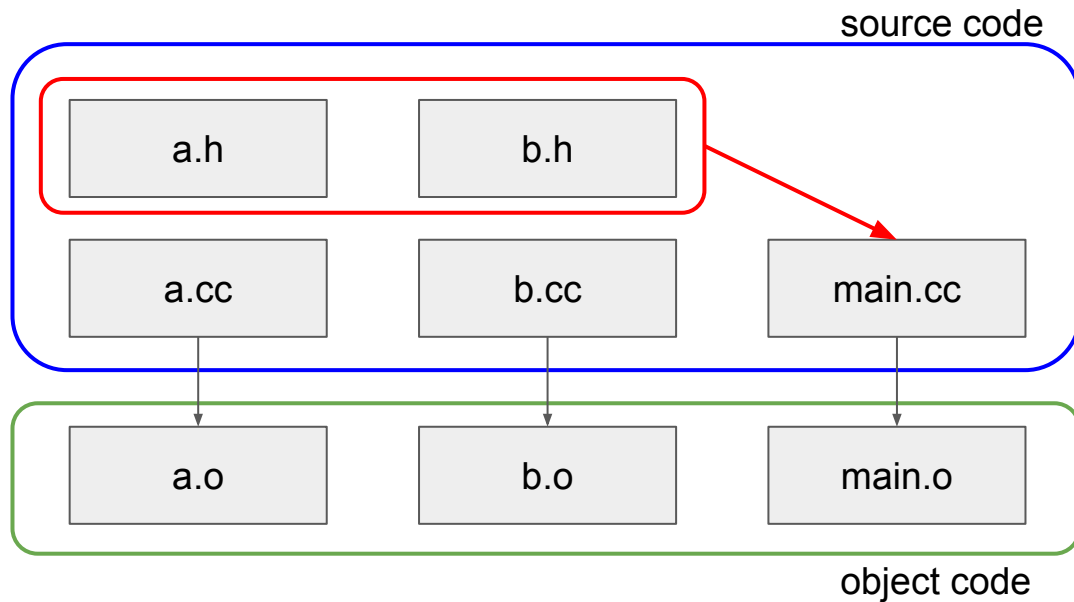
g++ generate executable using source code (main.cc, print.cc)



```
$ g++ main.cc print.cc -o main
```

```
$ ./main  
Hello World!
```

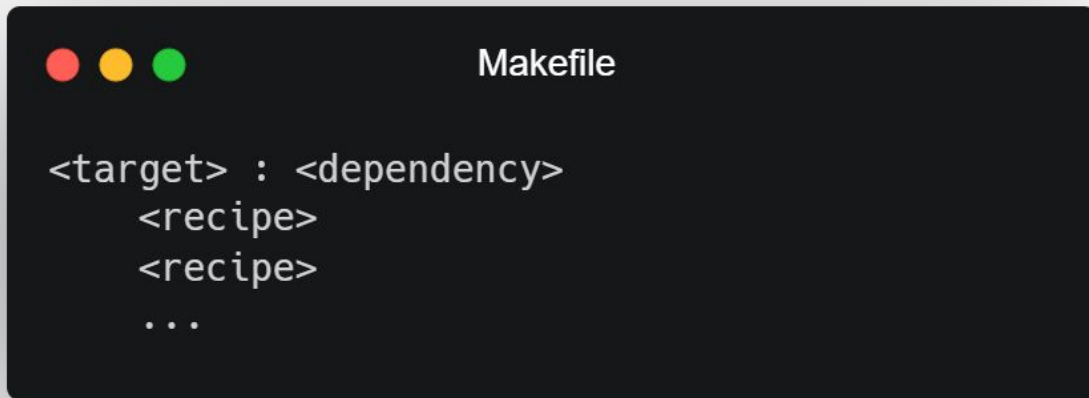
C program build workflow



Make

Build tools that have been around for a long time on Unix.

- Rules for how to compile and link the source to create an executable
- When 'make' is run, find 'Makefile' (or 'makefile') in that directory and runs it



```
<target> : <dependency>
    <recipe>
    <recipe>
    ...
```

Example: Make

Write code

```
a.h

void function_a();
```

```
a.cc

#include <iostream>
#include "a.h"

void function_a() {
    std::cout << "function a called" << std::endl;
}
```

```
main.cc

#include "a.h"
#include "b.h"

int main() {
    function_a();
    function_b();
    return 0;
}
```

```
b.h

void function_b();
```

```
b.cc

#include <iostream>
#include "b.h"

void function_b() {
    std::cout << "function b called!" << std::endl;
}
```

Example: Make



Makefile

```
main : a.o b.o main.o
    g++ -o main a.o b.o main.o

a.o : a.cc
    g++ -c -o a.o a.cc

b.o : b.cc
    g++ -c -o b.o b.cc

main.o : main.cc
    g++ -c -o main.o main.cc

clean :
    rm *.o main
```



```
# make will create main output file
# main requires a.o, b.o, main.o
# It performs the each compilation.
$ make

$ ./main
function a called
function b called!
```

Example: Make

```
Makefile

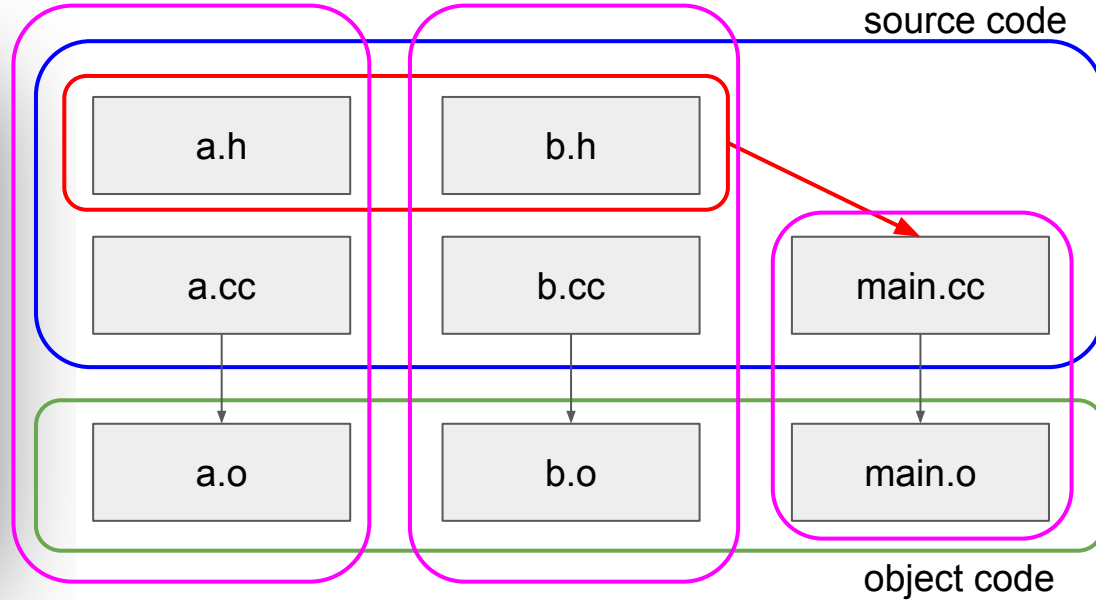
main : a.o b.o main.o
    g++ -o main a.o b.o main.o

a.o : a.cc
    g++ -c -o a.o a.cc

b.o : b.cc
    g++ -c -o b.o b.cc

main.o : main.cc
    g++ -c -o main.o main.cc

clean :
    rm *.o main
```



TODO:

Change only b.cc

then make and run

make will compile only for changes.

```
b.cc

#include <iostream>
#include "b.h"

void function_b() {
    std::cout << "function b called!" << std::endl;
}
```

```
b.h

#include <iostream>
#include "b.h"

void function_b() {
    std::cout << "function b is changed!" << std::endl;
}
```


Assignment #1 (due: - today, but no scoring)

1. README.md must added in your repository.
2. create directory named 'week-1' in your repository.
3. And write code of "Example: Make" (main.cc, a.cc, a.h, b.cc, b.h, Makefile)
4. after all, upload your works to remote repository using 'git push'

You should be able to check your results on the hconnect webpage.

The week-1 directory should contain the following files:

- {StudentID}.txt, main.cc, a.cc, a.h, b.cc, b.h, Makefile

Appendix

For students who have difficulty using Linux, I will be uploading a simple Linux usage today.

If you are not logged into GitLab, please log in today.

I'll invite you to the group and create a repository.

If you do not have personal storage, please tell me after logging in.

QA: <https://open.kakao.com/o/gIEHaRtc>, mailto: maytryark@gmail.com

I prefer QA chat room because I want questions and answers to be visible fairly to everyone.