



CS6.201: Introduction to Software Systems

About the Course

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About the Course

- Introduction of Software Systems: CS6.201
 - Lectures on Tuesdays: 8:30 – 10 / 11:30 – 1:00
 - Labs on Fridays: @ Regular class time
 - Tutorials: Friday 4 -5pm (Gr 1-5), Saturday 12:40-1:40 (Gr 9,10)
 - Lectures will end soon after Mid-Term
- Course webpage: <https://courses.iiit.ac.in/>
 - All details, resources, assignments are posted there
- Pre-requisites: C-Programming, Basics of Linux
- Textbooks: None
 - Lots of resources online.
 - Python documentation



Grading

- Tentative Weightage:
- Attendance
- Tutorials
- Project
- Academic Honesty

Head	% of Grade
Quiz 1	10
Lab Exam	10
Mid-Term/Final	15
Hackathon (Final Lab Exam)	15
Project	25
Assignments	10
Labs	15



Class Etiquettes

- Before the Lecture
 - This is a short course and we have lots to learn
 - Watch any videos / read any material given for preparation
 - We will start sharp at 8:30pm; Do not be late
- During the Class
 - Please pay attention in the class
 - Keep your cell phones and laptops away (no screen during class)
 - If you have a doubt, ask. Others are likely to have the same doubt.
 - Pay Attention: Not every topic discussed in the class comes from a textbook; Not everything is on the slides.



A Different Course

- Lectures are just introductions; most of the learning happens outside the class
 - Tutorials
 - Labs
 - Self Study; Learning by doing
 - Projects/Assignments
- Technology Course
 - Large amount of details
 - Pick-up fundamentals
 - Technologies change over time



Questions?

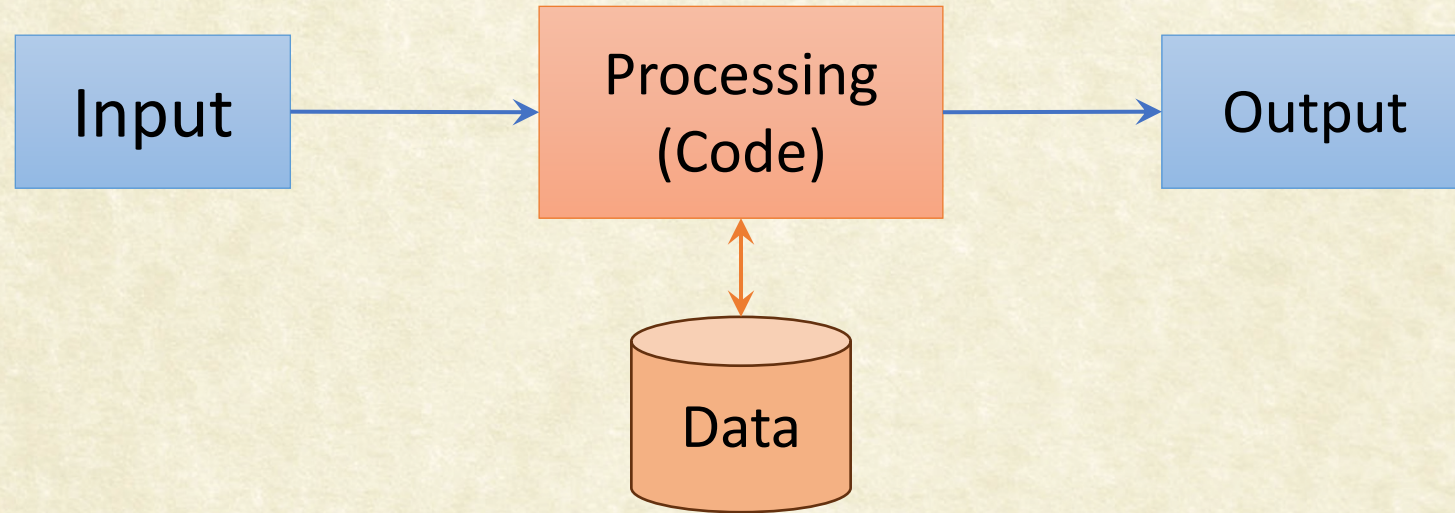


Software System: An Overview

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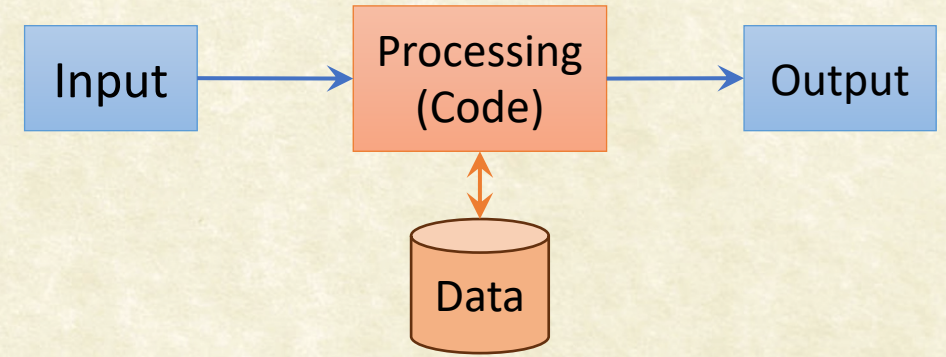
Components of a Simple Program



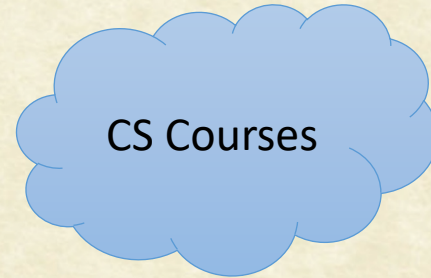


A Software System

- Input
 - Processes: Transactions, Services
 - Sensors: Cameras, Mic, Weather
 - Other Software/HW Systems
- Processing
 - Servers, Distributed
 - Mobiles, Small Devices
 - Real-Time, Batch, Offline
- Data
 - Files, Memory, Distributed
- Output
 - Screen, Speaker, Other Systems



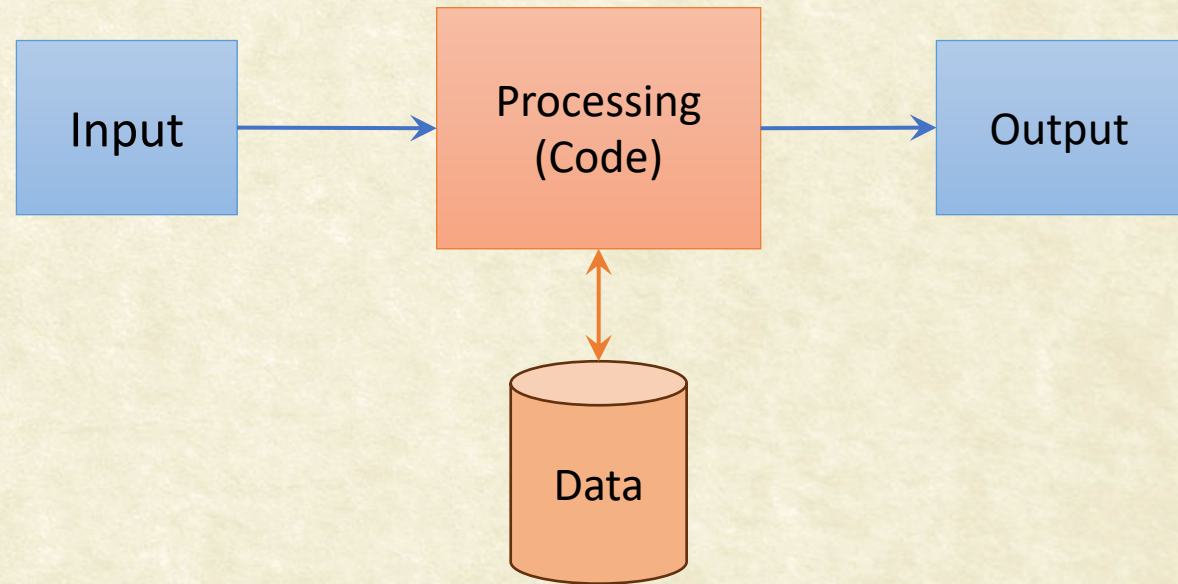
- Challenges
 - Correctness
 - Efficiency
 - Scalability
 - Portability
 - Development, Maintenance
 - Utility, Usability
 - Security
 - Communication
- Self Improvement





This Course

- Input/Output
 - HTML, CSS, Javascript
- Coding
 - Python
- Data
 - Databases, MySQL
- Software Development
 - Shell, Git, SDLC
- Project-based Learning
 - Develop a end-to-end system
 - Front-end, Back-end, Database





The Shell: The Most Powerful GUI

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The Shell

- Your interface to the OS
 - Command Line Interface
- Different Shells:
 - sh, ksh, bash, zsh
- Far more powerful than GUI to control the computer
 - Doing a set of commands repeatedly; and more.
- Commands, Permission and Path
- Complex commands:
 - Pipes, Redirection
- Commands and Processes

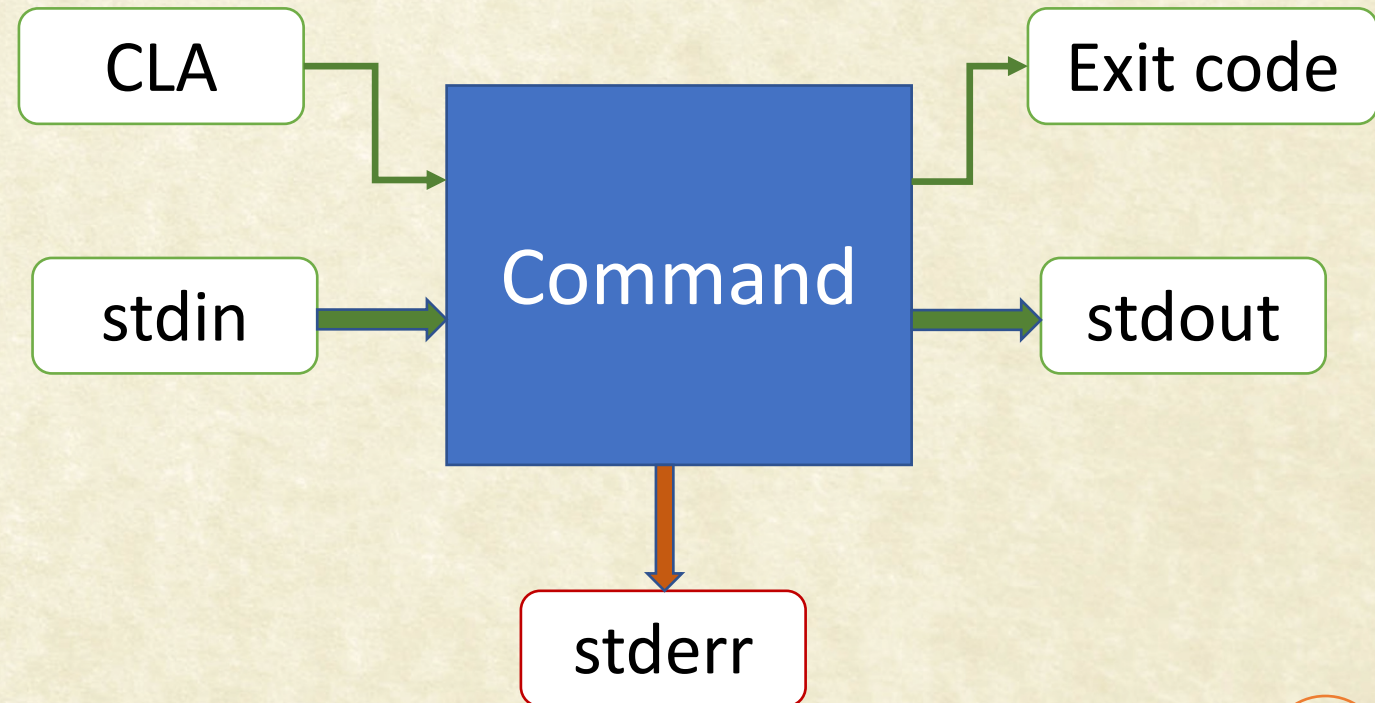
```
anoop — -zsh — 36x9
anoop@MBA ~ % ls
Applications      Library
CLionProjects     Movies
Desktop           Music
Documents         Pictures
Downloads         Public
Dropbox
anoop@MBA ~ %
```

```
anoop — -zsh — 102x6
anoop@MBA ~ % cat /etc/services | grep nntp | grep tcp | cut -w -f2 | cut -d "/" -f1 > portNumber
```




Extending Your Command Tools

- Any C-program can be a command
- Unix Philosophy: [[Eric Raymond's 17 Unix Rules](#)]
 - Do one thing and do it well
 - Work well with others
 - Handle text streams
- Stick to conventions
 - Read only from stdin
 - Output only to stdout
 - Errors only to stderr
 - Use CLA to alter behavior
 - Use exit status properly





A Shell Script

- A sequence of commands in a file
- The 'shell' will read and execute them one-by-one
 - Compiler vs. Interpreter
- The script:
 - The shell specification
 - The script, comments
 - File permission
 - File name
- The scripting language
 - Programming constructs

```
01_Shell-Scripting — vi hello.sh — 45x12
#!/bin/bash

echo "Hello World!"    # Just print Hello

echo "The current directory is: "
pwd                    #print the present working directory
~
~
~
~
"hello.sh" 7L, 131B
```




Learning a Language

- Input-Output
- Variables, Data Structures
- Operators
- Conditional Statements
- Loops
- Functions
- Classes

Bash Scripting

- Simple, strict syntax
- Large number of functions

Additional Topics

- Command-line arguments



Printing

```
#!/bin/bash
```

```
echo "Hello World"
```

```
#!/bin/bash
```

```
echo "Hello World!"    # Just print Hello
```

```
echo "The current directory is: "
```

```
pwd    #print the present working directory
```




Variables, Input, Operators

```
#!/bin/bash
```

```
STRING="Hello World"  
echo $STRING
```

```
#!/bin/bash
```

```
bkf=Backup_$(date +%Y%m%d).tar.gz  
tar -czf $bkf ~/Documents
```

- declare
- let
- factor

```
#!/bin/bash
```

```
echo "Hi, What is your name? !"  
read name  
echo "Hello $name, Good to hear from you!!"
```

```
#!/bin/bash
```

```
read -p "Input two numbers: " num1 num2  
res=$((num1+num2)) # arithmetic expansion  
echo "The sum is: $res"
```

Operators [let, declare, \$(())]

- ++X, X++, --X, X--
- +, -, *, /
- %, **, ^
- &&, ||, !
- &, |, ^, ~
- <=, <, >=, >, ==, !=
- =



Conditional Statements

```
#!/bin/bash
num=30
if [ $num -eq 30 ]
then
    echo "num is correct"
else
    echo "num is incorrect"
fi
```

- Conditional Operators
 - eq, -ne, -gt, -lt, -ge, le
 - f myFile: if myFile exists
 - d myDir: if myDir exists
 - see [man test](#) for more.



Loops, Arrays

```
#!/bin/bash
#Declare an array with 5 elements
ARRAY=( Red Green Blue Yellow Orange )

ELEMENTS=${#ARRAY[@]} #number of elements in array

# loop over each element in array
for (( i=0;i<$ELEMENTS;i++)); do
    echo ${ARRAY[$i]}
done
```

Other Loops

```
for var in list; do
    commands
done
```

```
while [ ]; do
    commands
done
```

```
Until [ ]; do
    commands
done
```




Command Line Arguments

```
#!/bin/bash
```

```
# passing values as command line arguments
```

```
echo '$1 $2 $3': $1 $2 $3
```

```
args=("$@")
```

```
echo 'Printing as Array: ' ${args[0]} ${args[1]} ${args[2]}
```

```
#Use $@ to print out all arguments at once
```

```
echo 'Printing $@: ' $@
```

```
# $# gives the number of arguments
```

```
echo Number of arguments passed: $#
```




Extending your Scripting Toolset

- Text/table processing
 - **cut**: split a string
 - **sed**: stream editor
 - **awk**: table processing
 - **grep/egrep**: pattern matching
 - **sort**: what it says
 - **wc**: word count
 - **tee**: fork the output
 - **xargs**: feed input as arguments
- **time**: time to execute a command
- **date**: current time, date, day, year
- File operations
 - **touch** : create/update a file
 - **diff**: changes between files
 - **head/tail**: lines from a file
 - **cat/tac**: concatenate files
 - **split**: split a file
 - **which/locate/find**: find a file
- **du/df**: Disk operations
- **bc**: command line calculator
- **trap**: capture interrupts
- **select, case, printf**



Questions?