

Welcome to RES 2018

RES, Lecture 00

Olivier Liechti
Miguel Santamaria



<https://github.com/wasadigi>



<https://github.com/edri>



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Agenda

- **Background**
 - Who are we?
 - What do we do at the HEIG-VD and why?
- **Course objectives**
 - Network programming
 - Application-level protocols
 - Web infrastructures
- **Tools**
 - Crash course on Git & GitHub

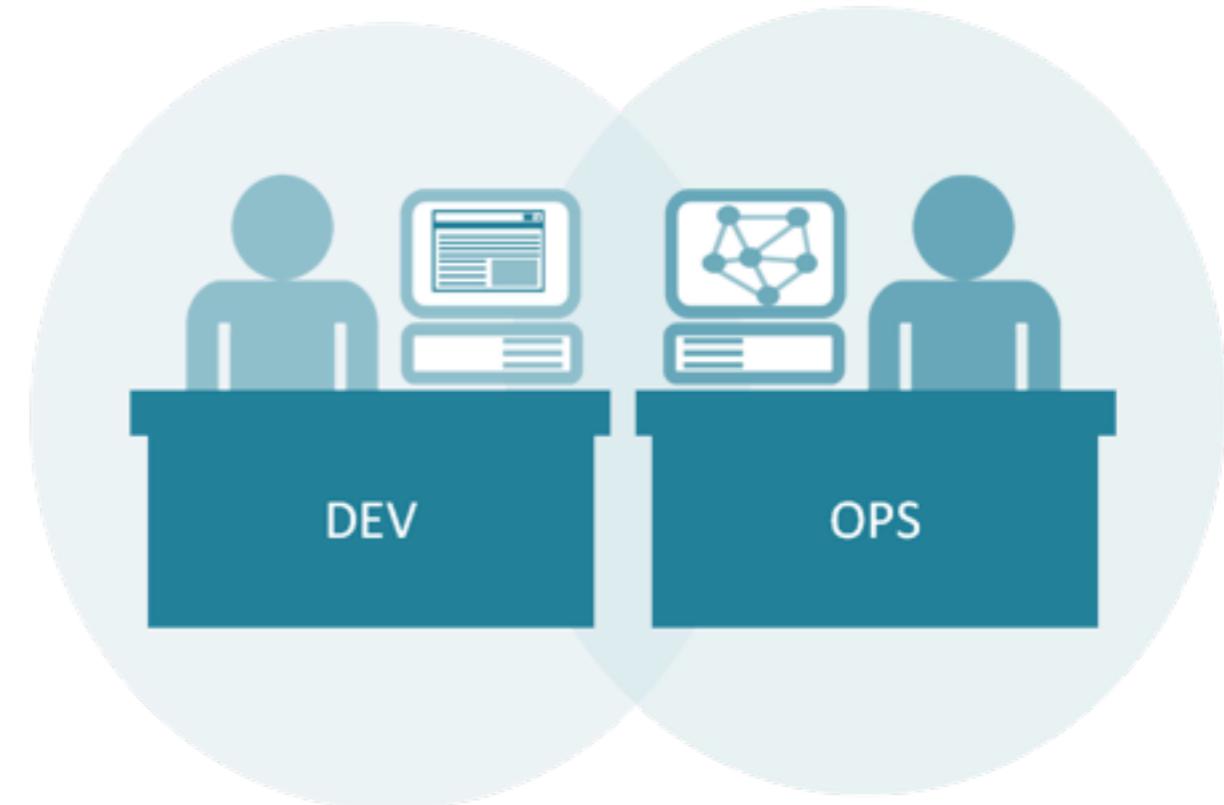
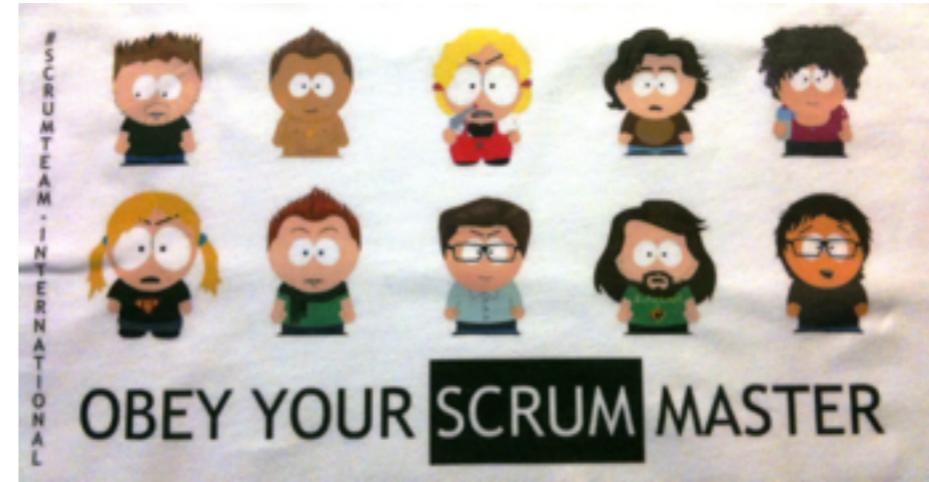
Background



Personal background



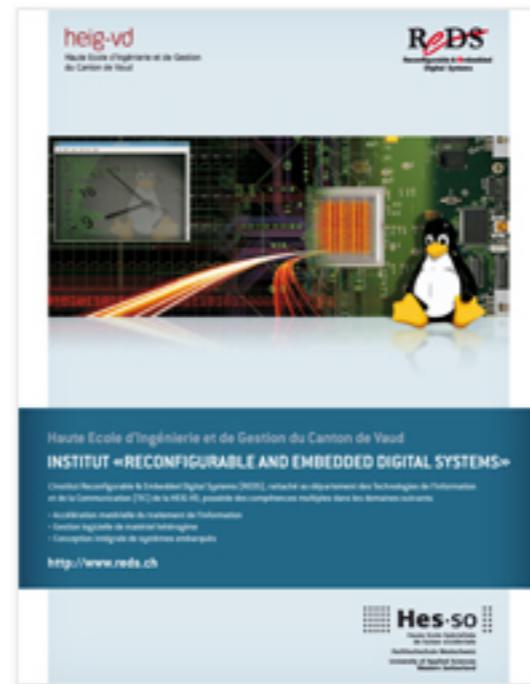
Personal background



R&D at HEIG-VD



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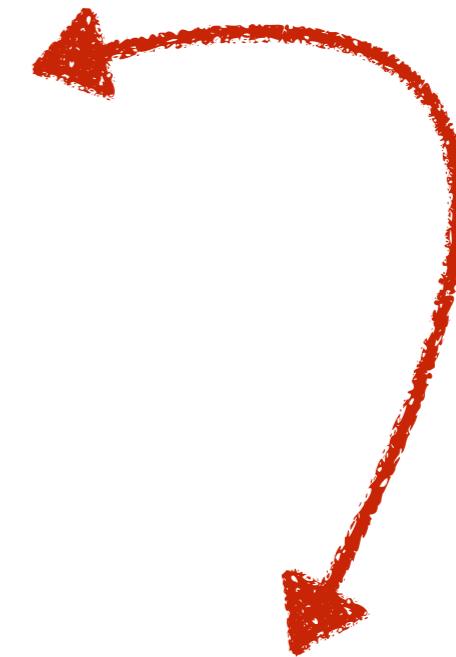
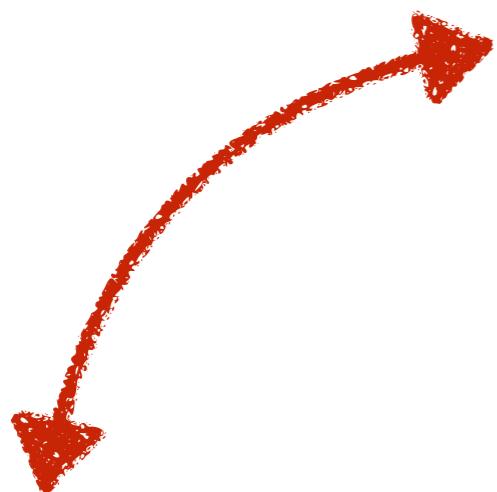
Startups



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Why do we do applied research?



There are plenty of opportunities!



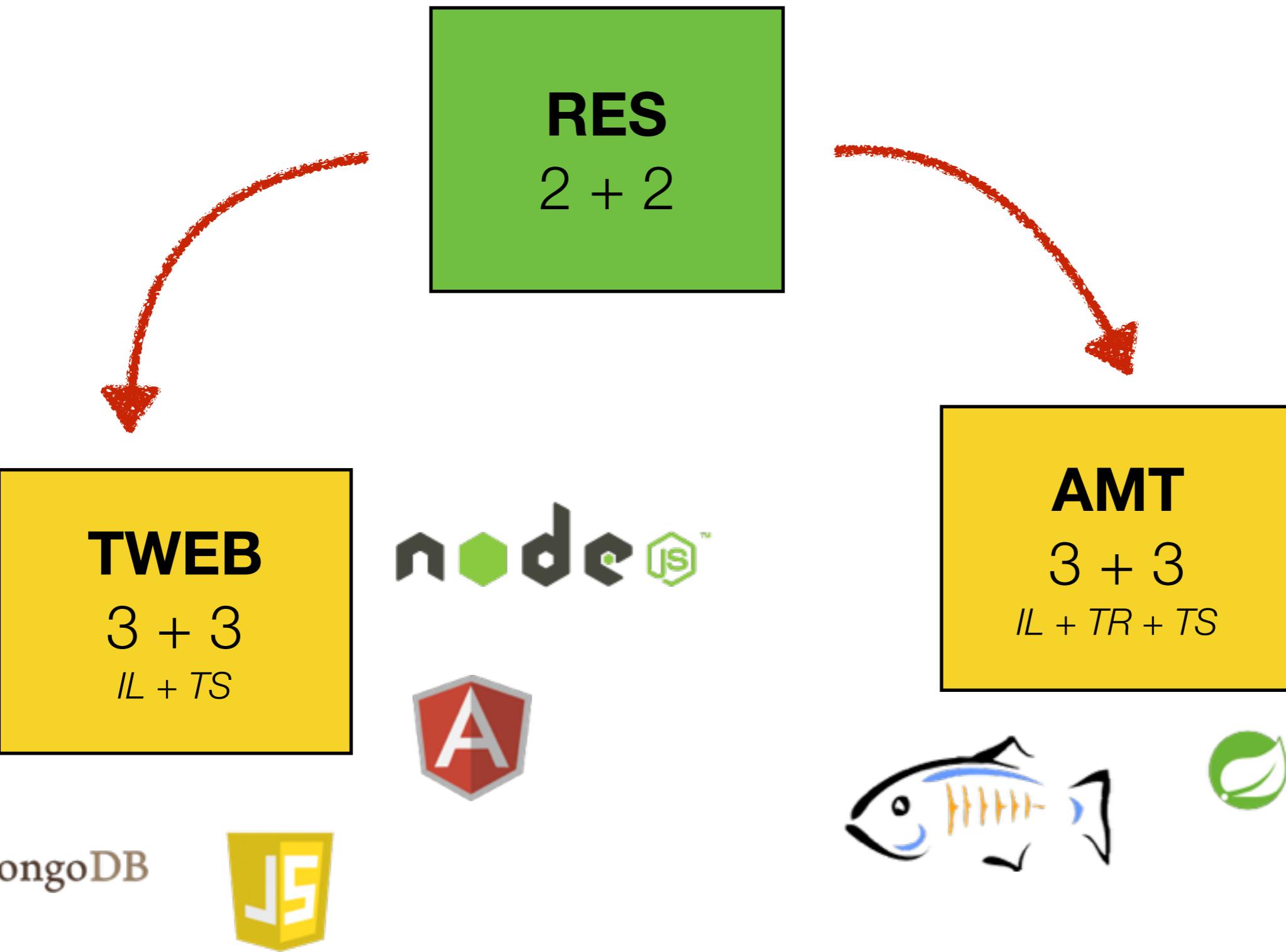
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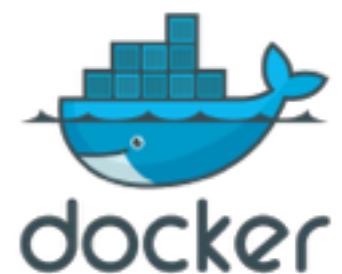
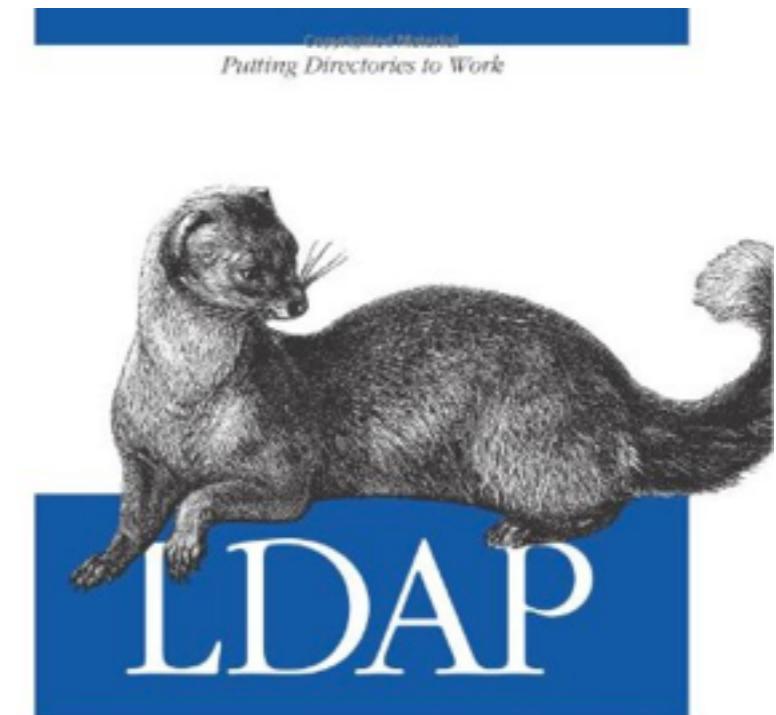
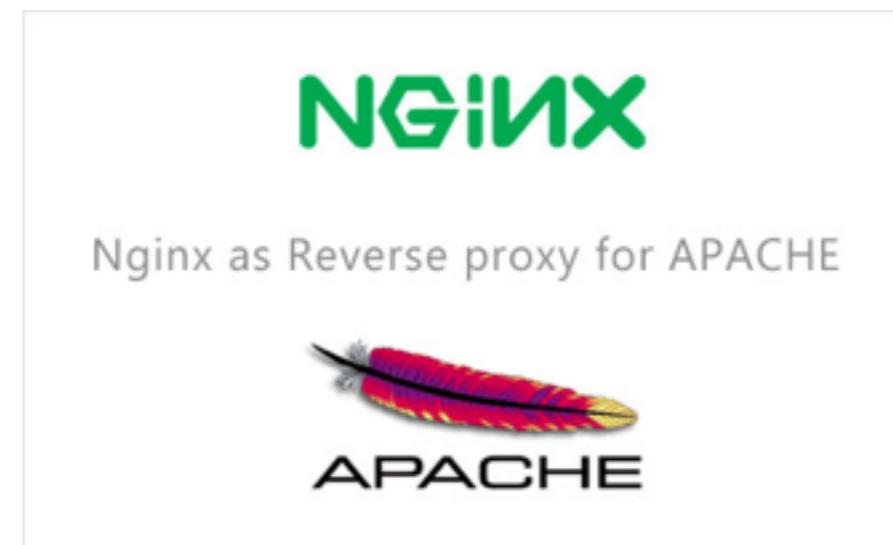
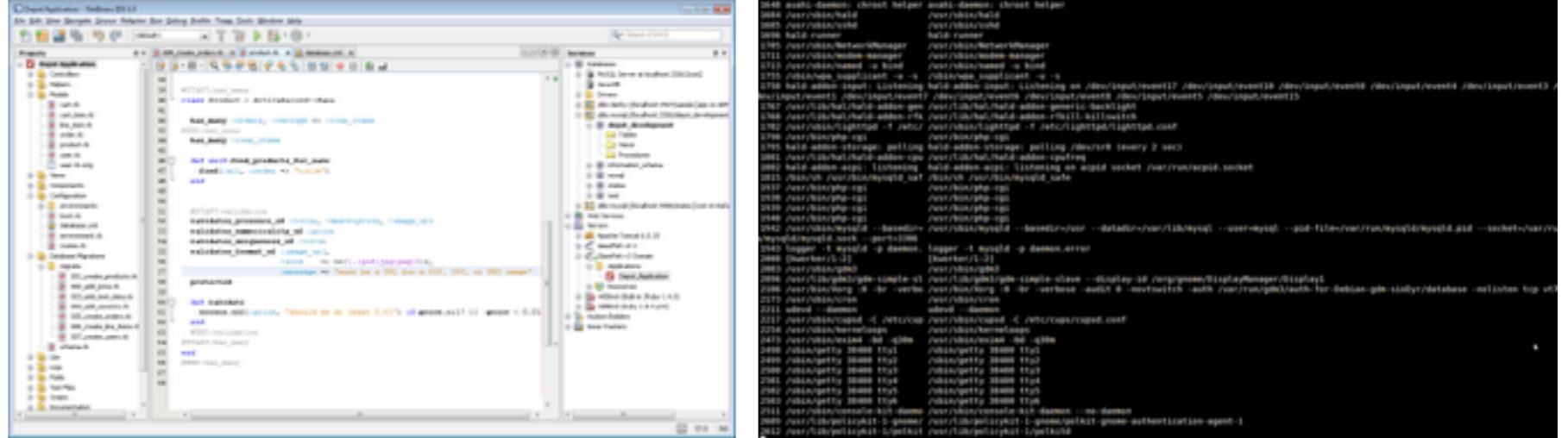
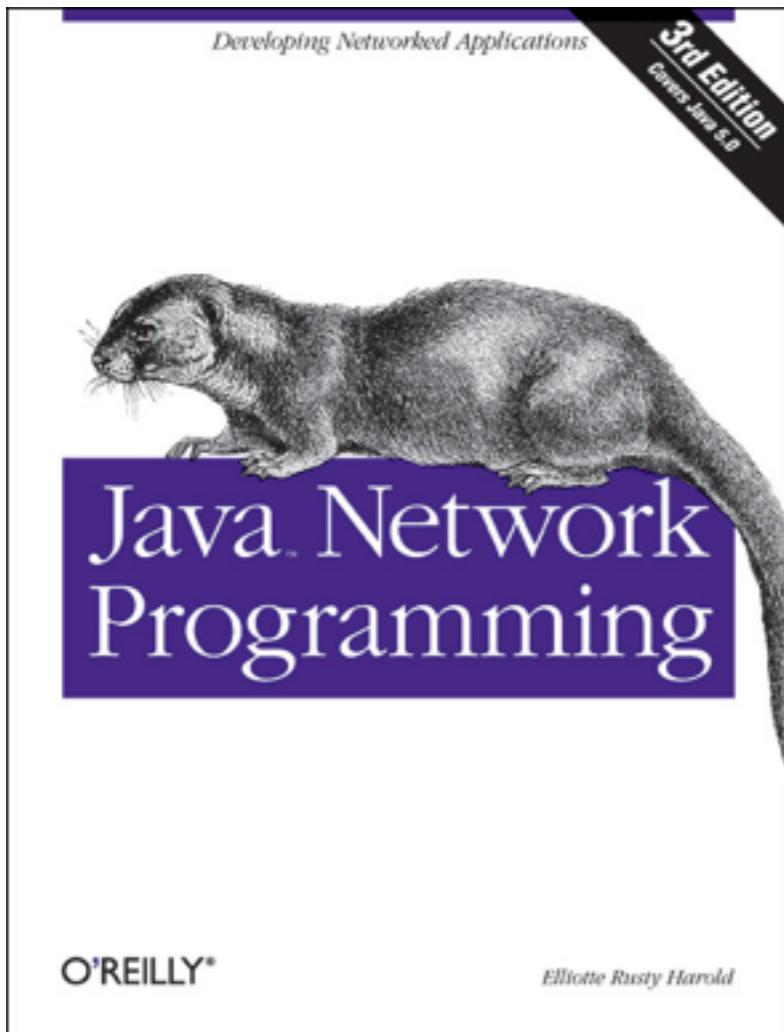


**I WANT YOU
TO LIVE YOUR BEST LIFE!**

Course Objectives







Developing Networked Applications

3rd Edition
Cover 4495-2

Java Network Programming

O'REILLY®

Elliott Rusty Harold

Nginx as Reverse proxy for APACHE



Copyrighted Material
Putting Directories to Work

Setting Directories to Work

The logo for LDAP features a detailed black and white illustration of a weasel in profile, facing left. The weasel has a dark, shaggy coat, a bushy tail, and a prominent white patch on its chest. Below the weasel, the letters "LDAP" are written in a large, bold, serif font. The entire logo is set against a solid blue rectangular background.

System Administration

O'REILLY

Gerald Carter

Copyrighted Material

High-level planning

- **IO programming** in Java (starting with files, encodings, etc.)
- **Network programming** in Java (and Javascript)
 - How do we write TCP clients and servers?
 - How do we use UDP in our own programs?
- The **SMTP protocol**
- The **HTTP protocol**
 - Model, syntax, mechanisms
- Design and implementation of **web infrastructures**
 - Servers, proxies, reverse proxies, load balancers
 - Building a data center on your laptop with Docker
- *(Managing user identities with **LDAP**...)*

GAPS: plan d'études

Conditions pour la programmation automatique de cette unité selon le plan d'études :

L'étudiant-e doit avoir obtenu une note supérieure ou égale à la limite de compensation dans les unités : [TIB](#)

L'étudiant-e doit avoir suivi ou suivre en parallèle les unités : [POO1](#)

Objectifs

Ce champ est obligatoire

- Programmation Réseau
 - Etre capable de concevoir une application client-serveur
 - Etre capable d'implémenter un client et un serveur en utilisant la Socket API dans différents langages
- Protocole HTTP
 - Connaître les concepts principaux du protocole
 - Etre capable de concevoir et réaliser une infrastructure HTTP avec un reverse proxy et plusieurs serveurs
 - Etre capable d'implémenter le protocole en utilisant la Socket API
- Protocole LDAP et annuaires Internet
 - Connaître le modèle LDAP et les éléments principaux du protocole
 - Etre capable d'installer et de configurer un serveur LDAP
 - Etre capable d'utiliser un client LDAP pour accéder à un serveur
 - Etre capable de transformer et d'importer des données dans un annuaire
- Protocoles de messagerie
 - Connaître les principaux protocoles relatifs à la messagerie électronique
 - Etre capable d'implémenter un client de messagerie simple
- Protocoles de transfert de fichiers et d'accès à distance
 - Connaître les protocoles de transfert de fichiers et d'accès à distance, ainsi que leurs principales utilisations (y compris tunneling/forwarding)
 - Etre capables d'utiliser des outils de synchronisation de fichiers à distance (e.g. rsync, ...)

GAPS: plan d'études

Cours

32

Concepts de programmation réseau et présentation de la Socket API dans différents langages	10
HTTP: étude du protocole et des éléments liés à l'infrastructure (e.g. reverse proxy)	10
LDAP: étude du modèle, du protocole et des éléments liés à l'infrastructure	6
Messagerie: études des protocoles principaux	4
Protocoles de transferts de fichiers et d'accès à distance: études des protocoles et outils (e.g. rsync)	2

Laboratoire

32

Développement d'une application client-serveur	10
HTTP: Développement d'un client et/ou d'un serveur simple	4
HTTP: Conception et implémentation d'une infrastructure avec un reverse proxy et plusieurs serveurs	6
LDAP: Mise en oeuvre d'un serveur, conception d'un schéma et import de données	6
Messagerie: implémentation d'un client simple	4
Mise en oeuvre des outils (e.g. rsync)	2

Evaluation

Contrôle de connaissances

Ce champ est facultatif

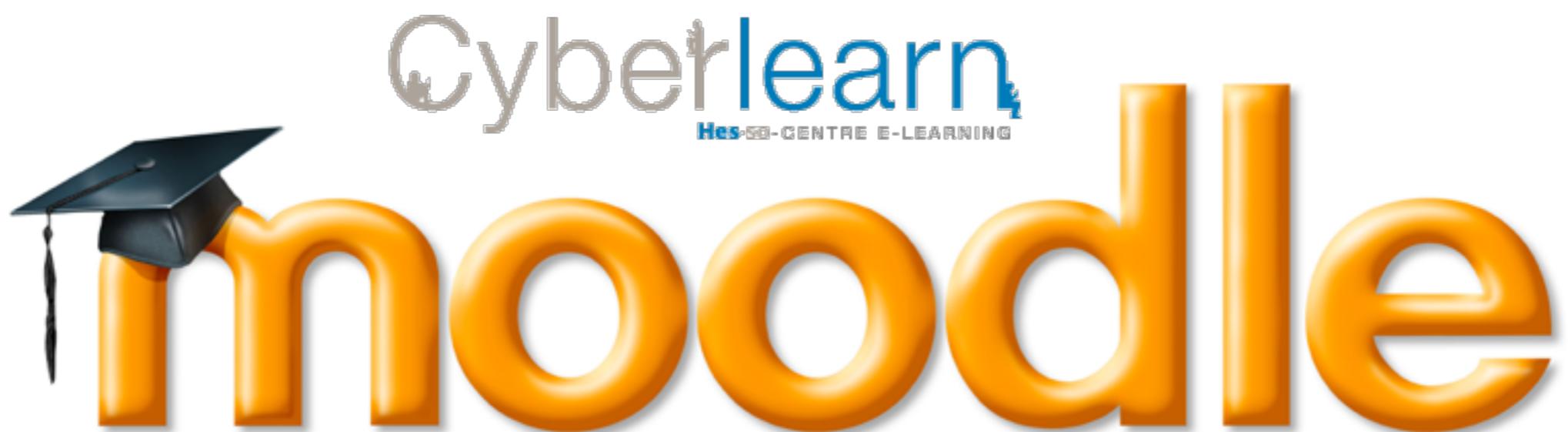
cours: l'acquisition des matières de cet enseignement sera contrôlée au fur et à mesure par des tests et des travaux personnels tout au long de son déroulement. il y aura au moins 2 tests d'une durée totale de 2 périodes.

laboratoire: ils seront évalués sur la base des rapports de manipulation, à 3 reprises au minimum

Note finale

Cours	25%
Laboratoire	25%
Examen	50%

- **There will be 1 “standard” written test.**
- **The second “written test” will be the result of multiple challenges:**
 - On a regular basis, I will ask you to **complete short assignments** (quizz, small exercise, single development question, etc.). **Often, the assignment will need to be completed during the class or the lab session!**
 - Often, you will either get ‘1’ or ‘0’ point for completing the assignment or not. In exceptional cases, I might give a bonus with ‘2’ points. There might be assignments with more weight, hence more points.
 - You will have the opportunity to get a total of **6 possible points**. At the end of the semester, I will compute the grades for the class with this formula: **$\min(6.0, \text{number of points obtained} + 1)$** .
- **Pay attention to the “RES 2018 - Annonces” Telegram channel.**
- **At the end of the semester, we will do a BIG lab (http://infrastructure). It will have a heavy weight in the lab grade.**



[https://cyberlearn.hes-so.ch/
course/view.php?id=11307](https://cyberlearn.hes-so.ch/course/view.php?id=11307)



<https://goo.gl/forms/GD6QKLcd48i3n10u2>



10 minutes

Tools



Environment

- For the labs, we will use tools that run across various platforms (Mac OS, linux, Windows). A Unix environment will sometimes make things a bit easier.
- You have the choice to...
 - Use a native Unix environment (MacOS, linux)
 - Use a Windows environment (you will sometimes have to do extra configuration and we you will need to search for the information!)
 - ~~Use a virtual machine~~
- ~~We have prepared a virtual machine, that you can use with Vagrant~~
 - ~~<https://github.com/SoftEng-HEIGVD/Teaching-HEIGVD-RES-2016-LabBox>~~

Git & GitHub

- **Step 1: install Git**

- <http://git-scm.com/downloads>
- <http://git-scm.com/book/en/Getting-Started-Installing-Git>
- Check point: are you able to invoke the git command from the shell?

- **Step 2: configure Git**

- <https://help.github.com/articles/set-up-git>

- **Step 3: configure SSH**

- <http://guides.beanstalkapp.com/version-control/git-on-windows.html#installing-ssh-keys>



Using Git locally

```
$ mkdir my-project
$ cd my-project
$ git init
$ ls -al
```

- You do not *have to use a server*: Git is already useful to manage versions of your files on your local machine.
- The **git init** command creates a **local repository**. If you look carefully, you will see a **hidden .git directory**, where Git keeps all of his data.
- **Important:** your **my-project** directory is your **working directory**. If you simply create files in it, they will not immediately be part of your repository!

Using Git locally

```
$ echo "text a" > a.txt
$ git status
$ git add a.txt
$ git commit -m "First version of a.txt"
$ echo "my mod on text a" > a.txt
$ git status
```

- A **commit** is a **snapshot** of your repository. Git maintains a **graph of commits** and you can always **recover the state** of a particular commit.
- When **you have modified files in your working directory**, you need to specify which ones should be **part of the next commit**.
- You use the **git add** command to add a file to the so-called **staging area**. It will be part of the next commit.
- You use the **git status** command to **check the content** of your working directory and of your staging area.

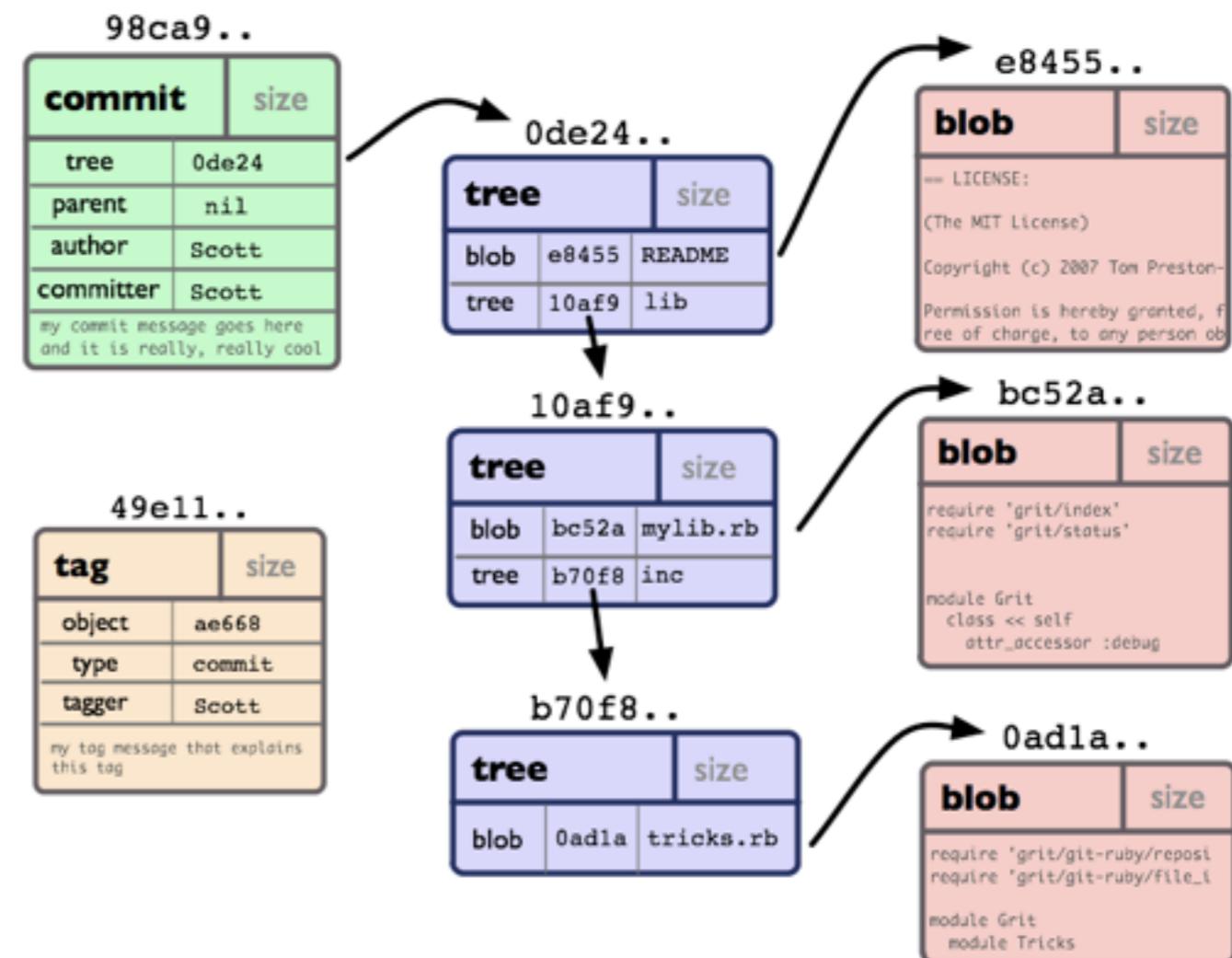
More info: <http://git-scm.com/book/en/Git-Basics-Recording-Changes-to-the-Repository>

Using Git locally

- **Git is a "content-addressable file system"**
- **Git uses a key-value store:**
 - When you store a file in a repo, git computes a SHA-1 hash of its content.
 - The hash is used as a key to index the file in the store.
 - For this reason, two files with exactly the same content are stored only once in the git repository.
 - **Go in the .git hidden directory, have a look at the ./objects directory and you will find this key-value store.**

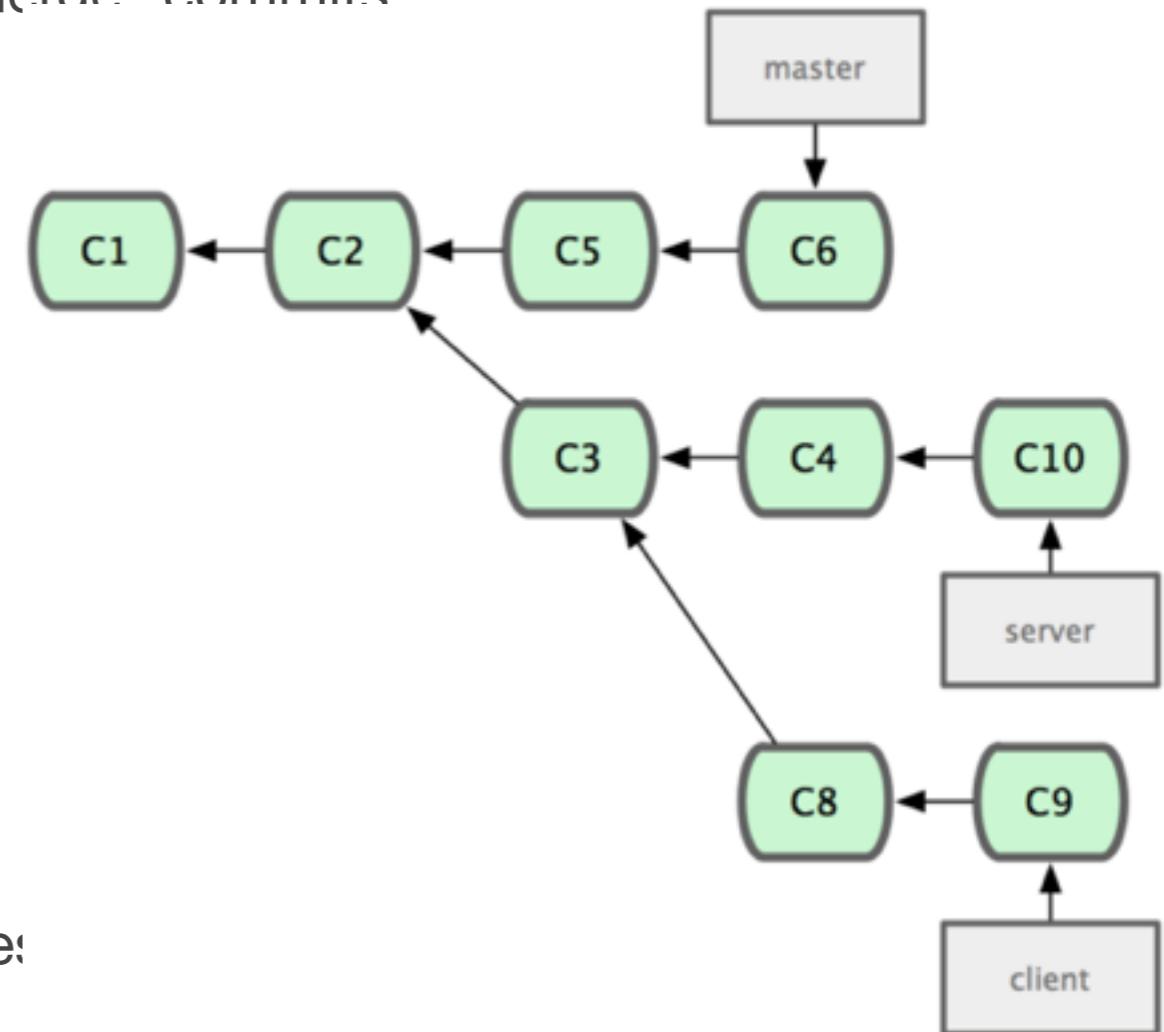
The Git Object Model

- **BLOBs** store **files**.
- **Trees** store **directory structures** in the file system. A tree has pointers to subtrees and BLOBs.
- **Commits** identify snapshots in the history. **Every commit points to a version of the top-level tree**. A commit also stores metadata: author, parent, message, etc.
- **Annotated Tags** (created with git tag -a) are used to mark releases.
- Recommendation: do not use lightweight tags (created with git tag, without -a)



The Git history is a DAG structure

- **A DAG is a Directed Acyclic Graph**
 - Except for the initial commit, every commit has at least one parent.
 - Commits with more than one parent are "merge" commits
- **In this example:**
 - C1 is the initial commit
 - There are no merge commits
 - master, server and client are branches
 - The branches have never been merged
 - The last commit on the client branch is C9
 - All branches have C1 and C2 as common ancestors

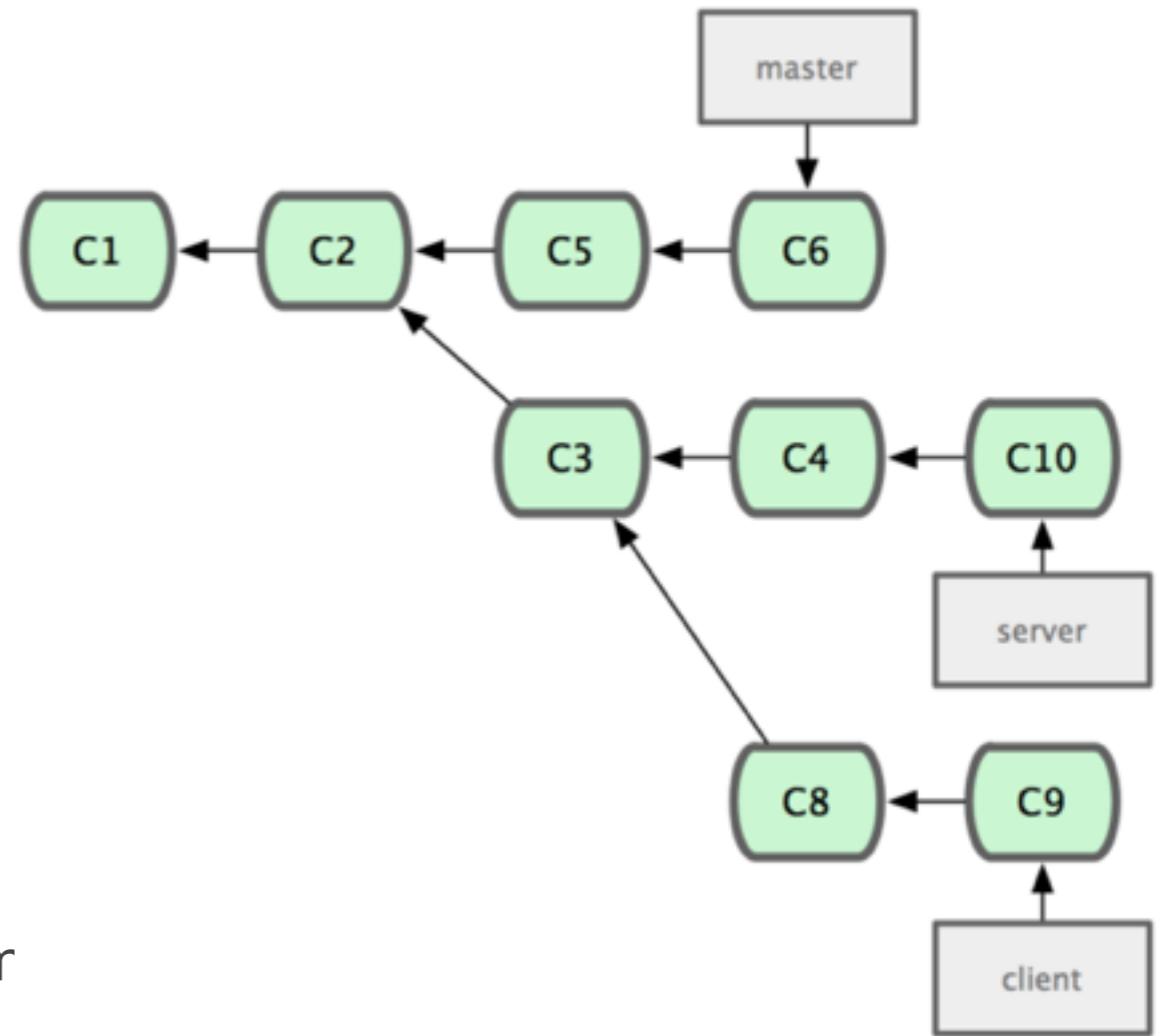


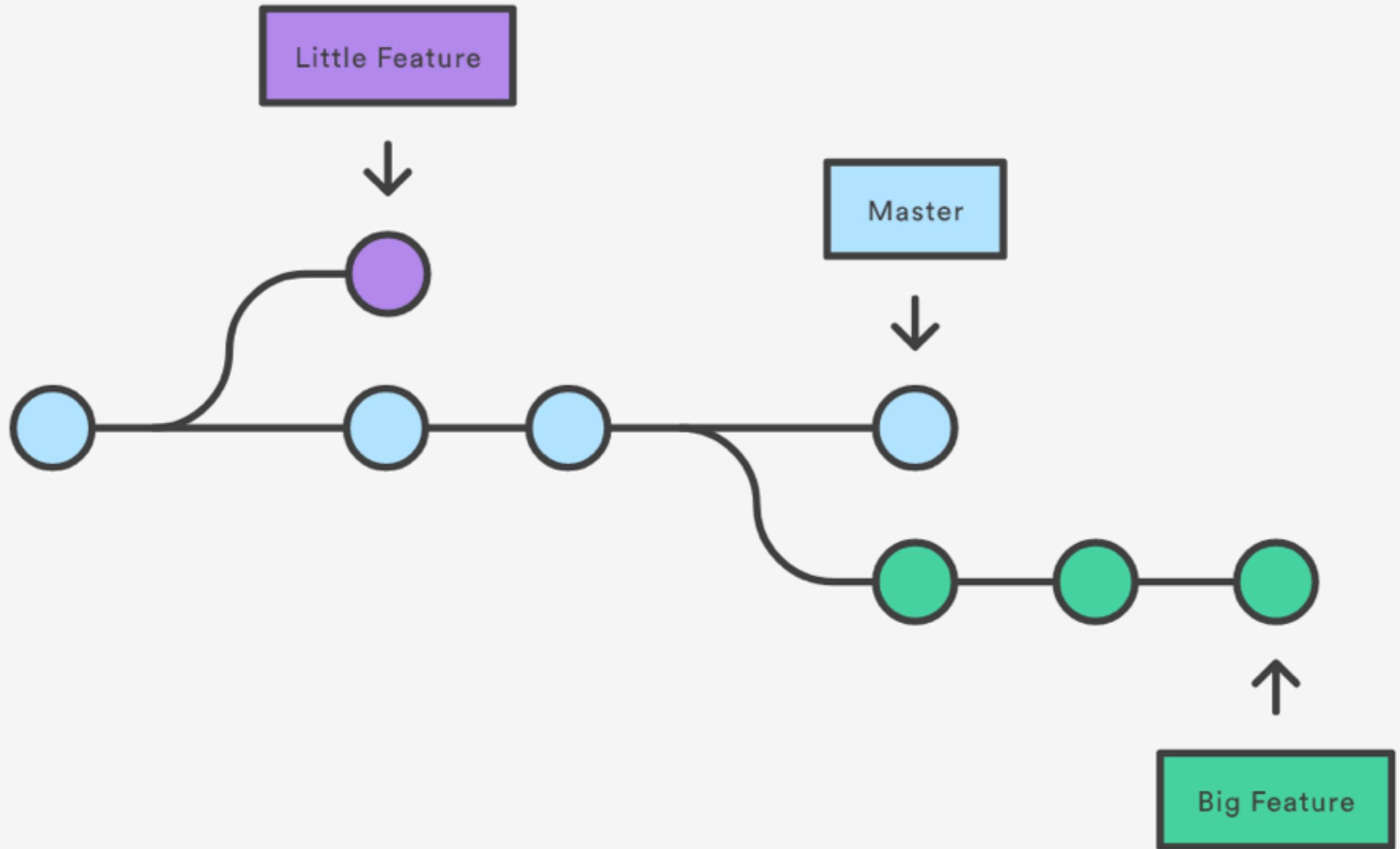
Git branches are only pointers

- Branches are stored in files located in the `.git/refs/heads` directory.
- **Each branch is stored in a file, which only contains the hash of a commit.**
- **What is HEAD?**

- HEAD means "the tip of the current branch" (last commit of the current branch)
- When you checkout a branch, HEAD is the name of this branch.

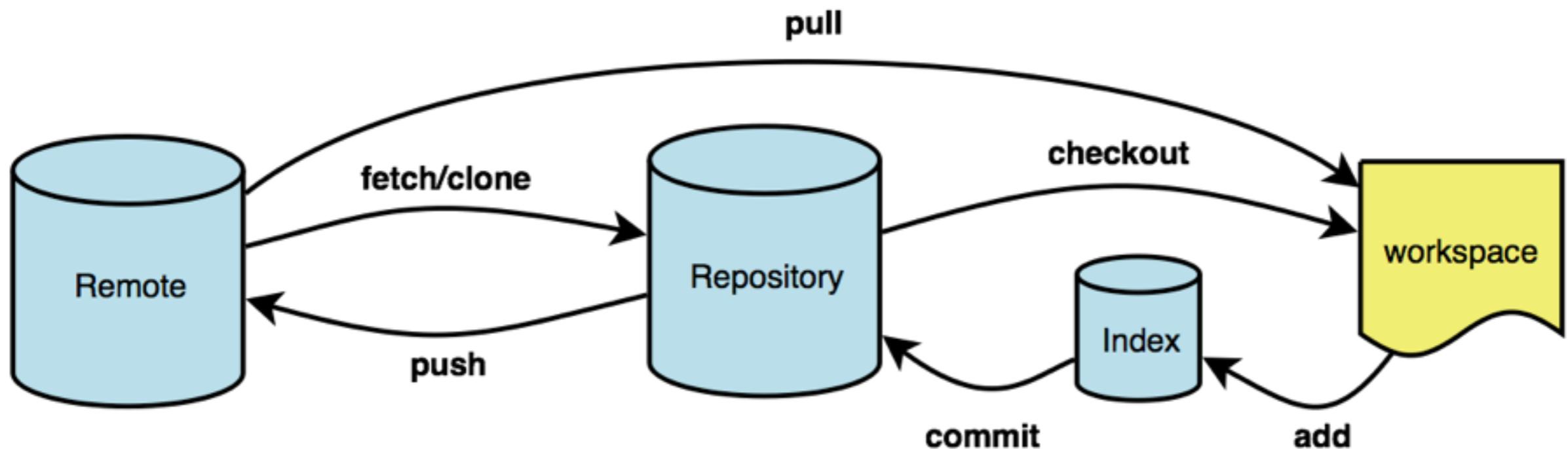
- **What is HEADⁿ?**
- It is a reference to the nth parent of HEAD
- HEAD¹ means the parent of the last comm
- HEAD² means its grand-parent





<https://www.atlassian.com/git/tutorials/using-branches>

Git & Remote Repositories



Source: <http://illustrated-git.readthedocs.org/en/latest/>



Source: <http://bramus.github.io/ws2-sws-course-materials/xx.git.html#/4/1>

GitHub Setup

- **Sign up for GitHub and get your own account:**

- Go to <http://www.github.com>

- Add your **SSH key**:

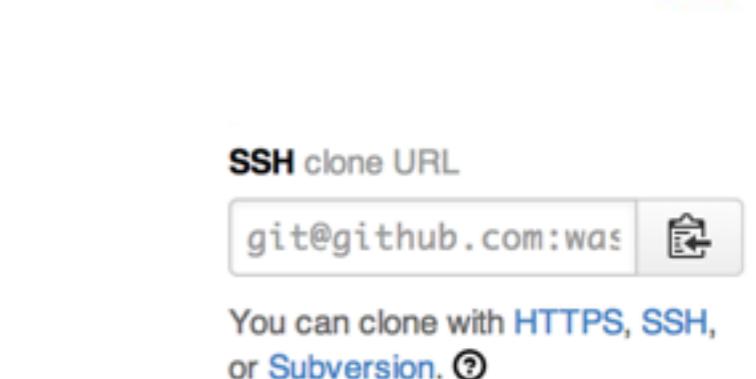
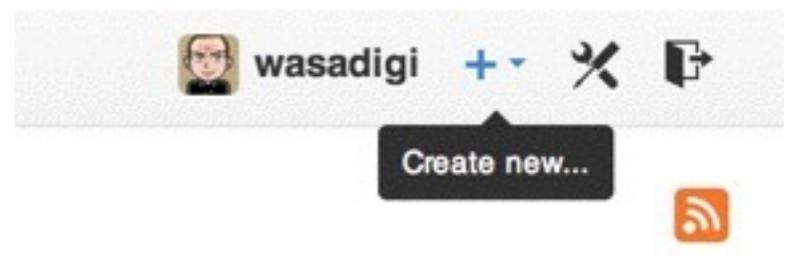
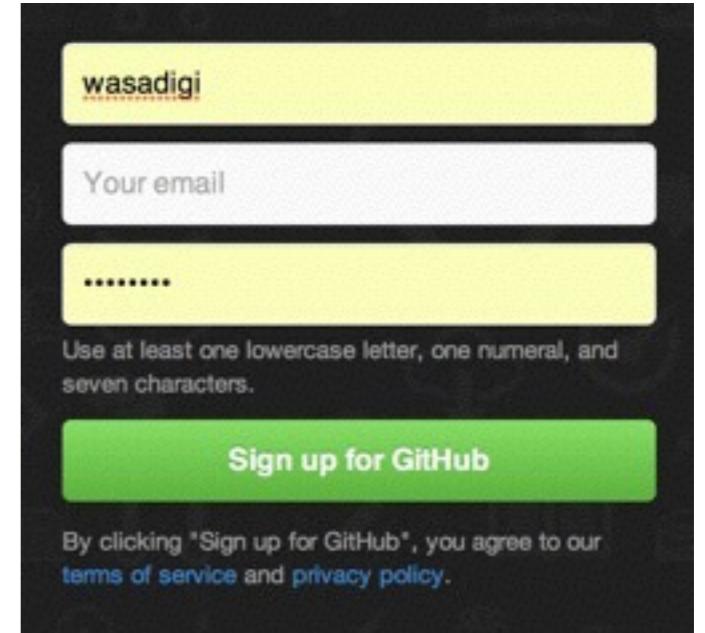
- Go to your accounts settings. You will find an option to manage your SSH keys.

- If you don't have a SSH key yet, follow the instructions in the online help.

- If you are using windows, you will need to use Git BASH.

- **Create** your first repo, hosted on Github.

- **Copy the SSH URL** of the repo.

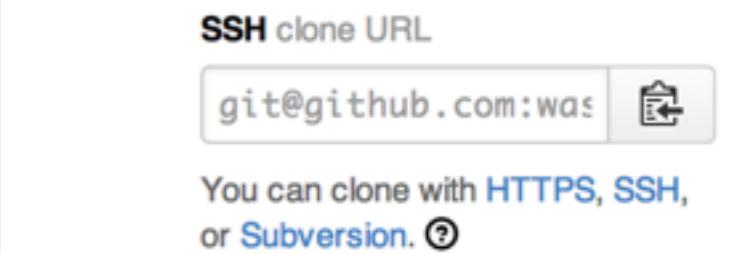
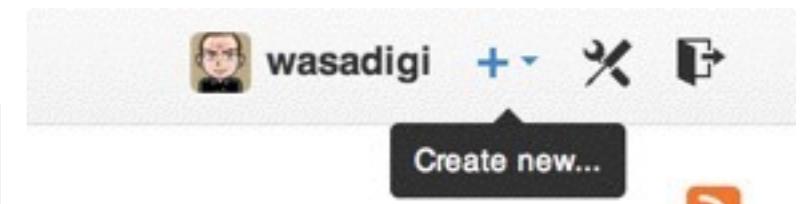


Validate your setup

- **Clone your repo to your laptop**

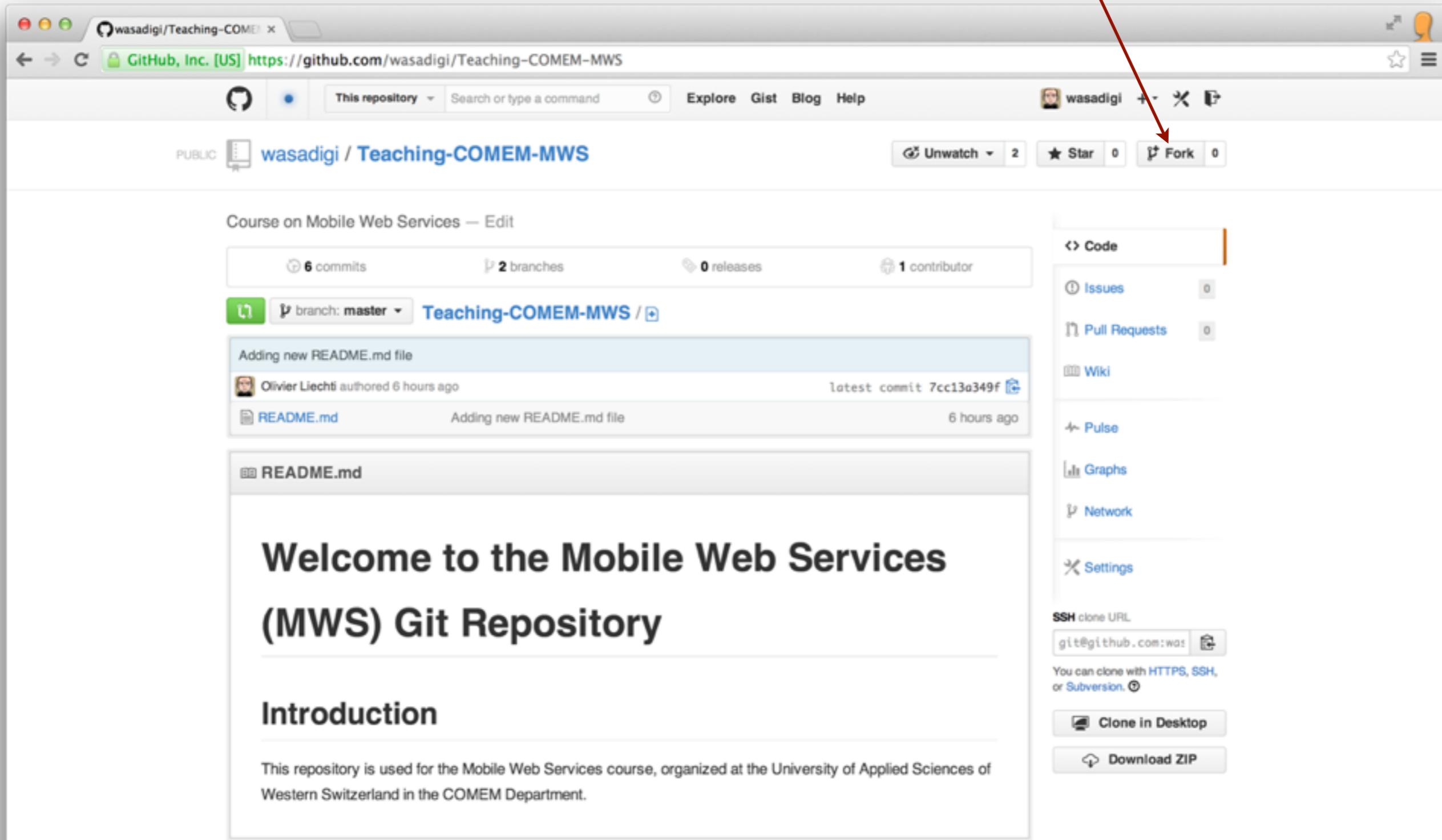
- Open a **terminal window** (Terminal on Mac OS, Git BASH on Windows, etc.)
- Create a **new directory** to host your clone of the repo and get into it.
- **Clone** the repo, using the **SSH URL**.
- **Create** a file, **add** it to the staging area, **commit** the changes and finally **push** the commit Github.

```
$ mkdir myspace
$ cd myspace
$ git clone git@github.com:UUUUU/RRRRR.git
$ git touch firstFile.txt
$ git add firstFile.txt
$ git commit -m "I have added my first file"
$ git push
```



If you do this, you will have YOUR
clone of MY repo hosted on Github

Forks & Clones



The screenshot shows a GitHub repository page for 'wasadigi / Teaching-COMEM-MWS'. The page displays basic repository statistics: 6 commits, 2 branches, 0 releases, and 1 contributor. A dropdown menu shows the current branch is 'branch: master'. Below the stats, a commit history is shown with one entry by Olivier Liechti. The main content area features a large heading: 'Welcome to the Mobile Web Services (MWS) Git Repository'. A section titled 'Introduction' contains a paragraph about the repository's purpose. On the right side, there is a sidebar with links for 'Code', 'Issues', 'Pull Requests', 'Wiki', 'Pulse', 'Graphs', 'Network', and 'Settings'. At the bottom, there are options to clone the repository via SSH or HTTPS, and buttons for 'Clone in Desktop' and 'Download ZIP'.

Course on Mobile Web Services — Edit

6 commits 2 branches 0 releases 1 contributor

branch: master Teaching-COMEM-MWS

Adding new README.md file

Olivier Liechti authored 6 hours ago latest commit 7cc13a349f

README.md Adding new README.md file 6 hours ago

Welcome to the Mobile Web Services (MWS) Git Repository

Introduction

This repository is used for the Mobile Web Services course, organized at the University of Applied Sciences of Western Switzerland in the COMEM Department.

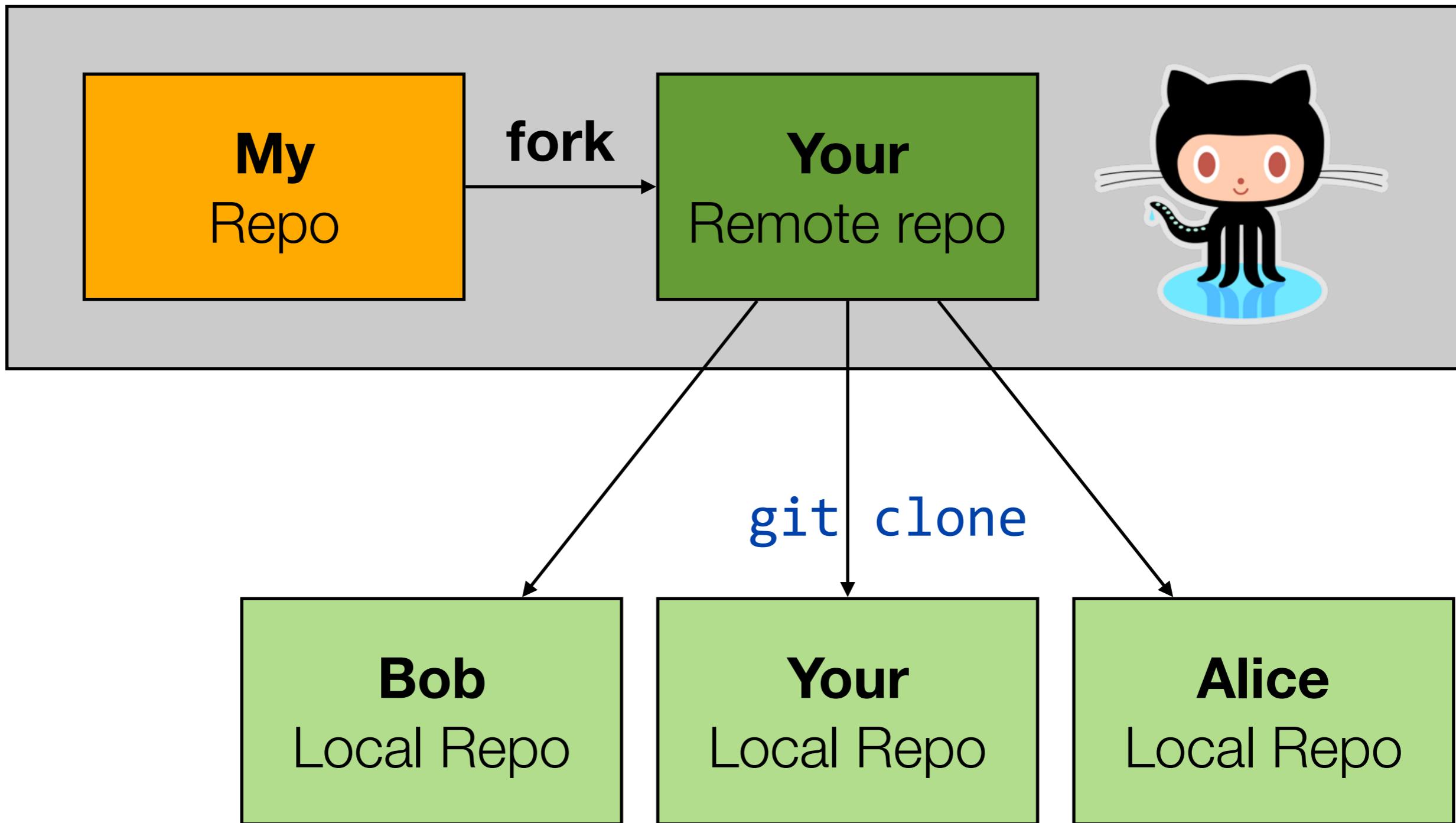
Code Issues Pull Requests Wiki Pulse Graphs Network Settings

SSH clone URL
git@github.com:was

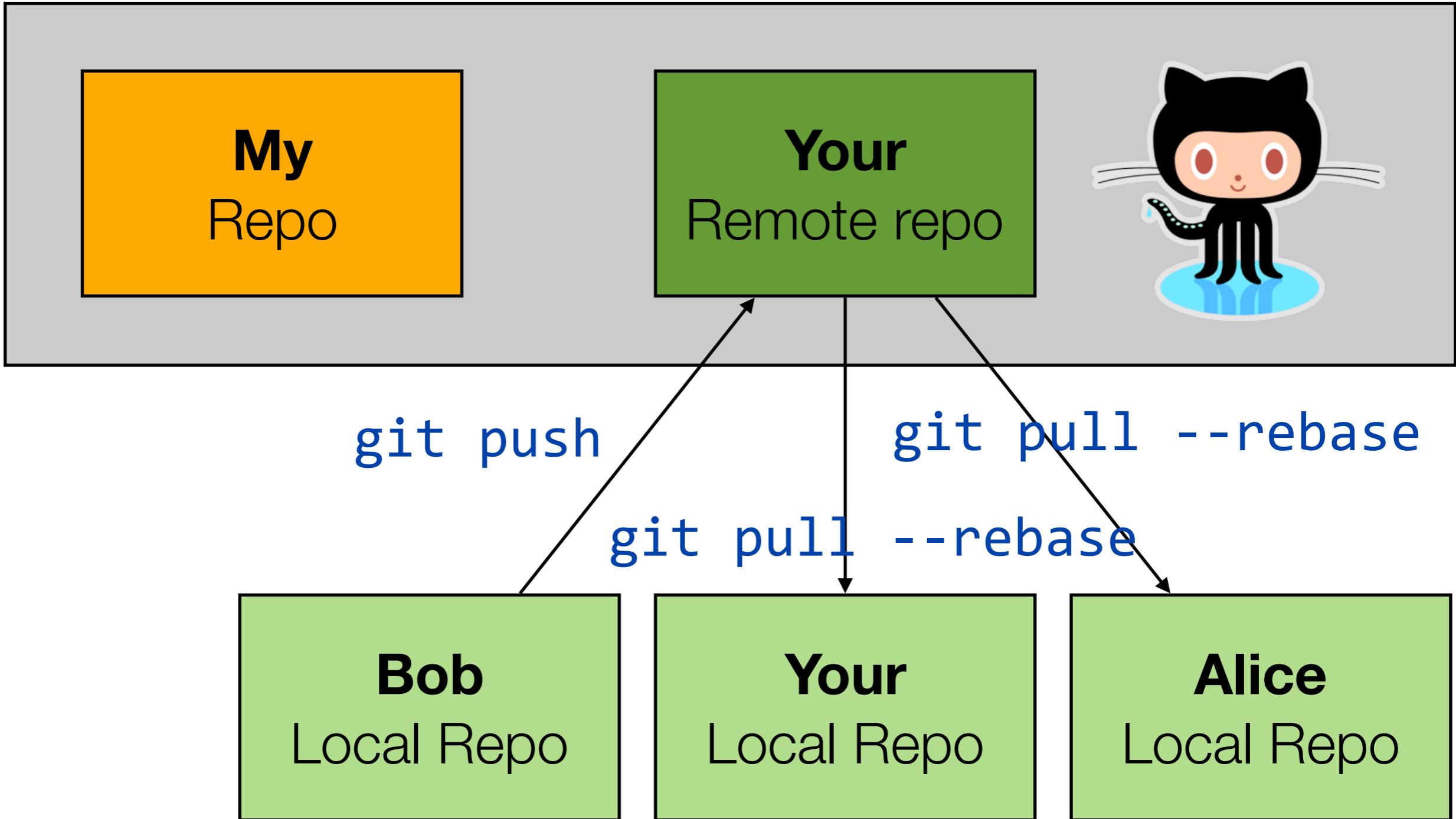
You can clone with [HTTPS](#), [SSH](#), or [Subversion](#).

Clone in Desktop Download ZIP

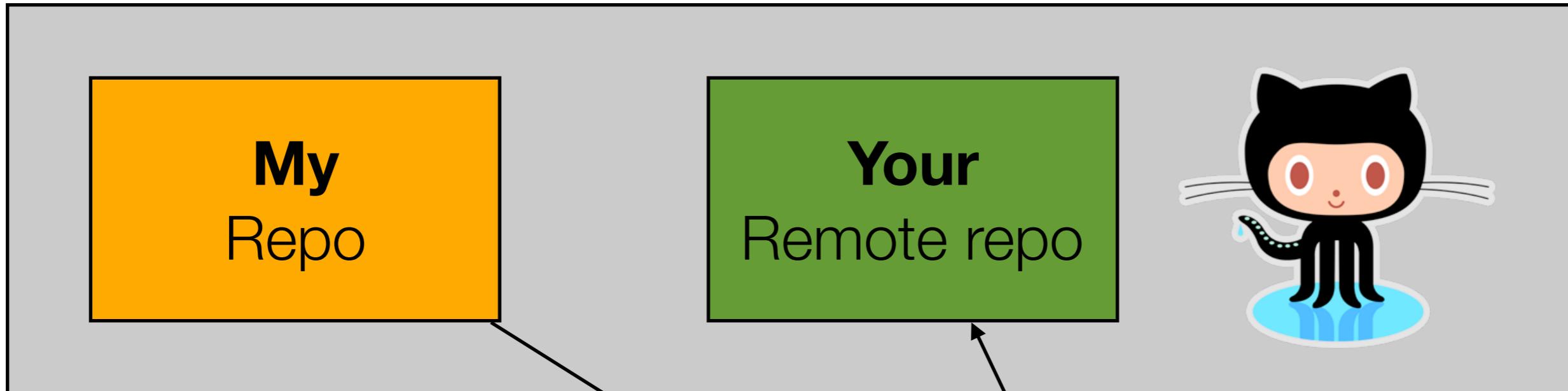
Forking My Repo on GitHub



Forking My Repo on GitHub



How Do Will You Get **My** Updates?



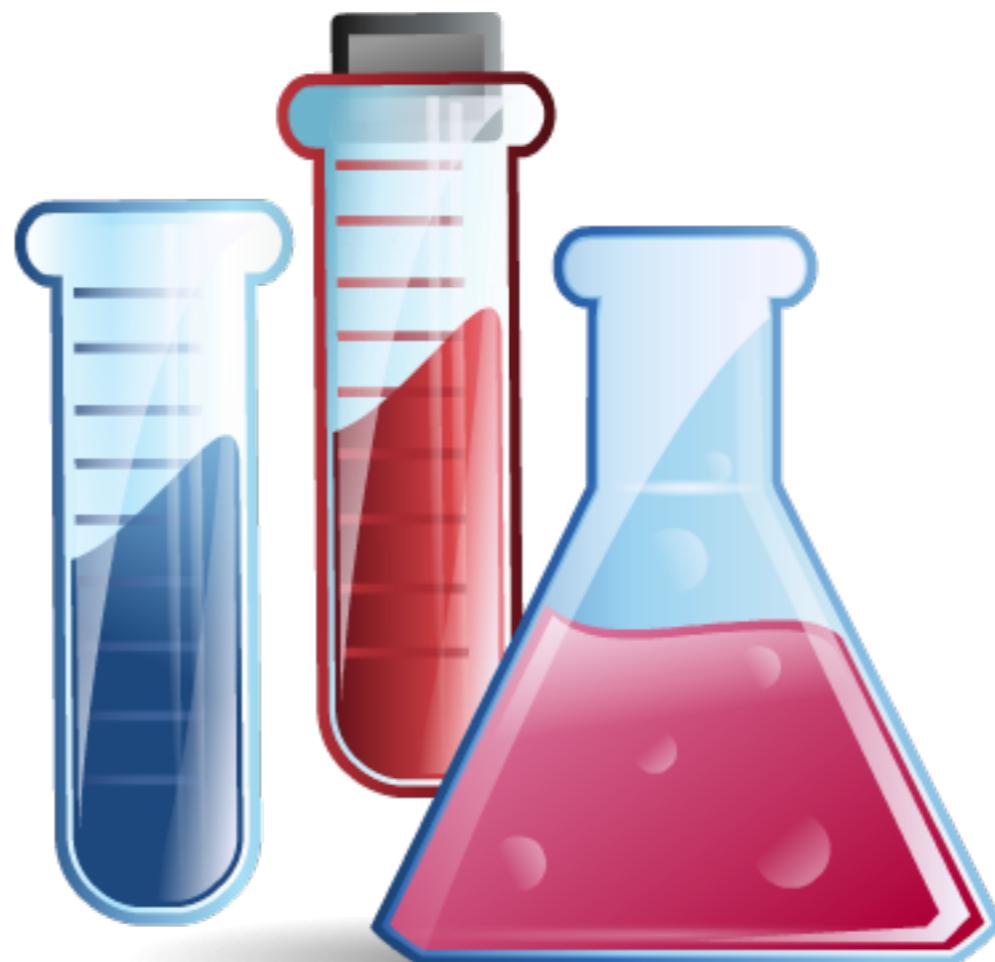
```
# configuration, do it once
git remote add upstream git://github.com/uu/RR.git
git remote -v
```

git fetch upstream
git rebase upstream/master

git push



Lab Introduction



Important points

- **GitHub workflow** (start by forking, not cloning the source repo)
- ~~Understand the Lab Box setup and how you can access project files both from your host and from the VM~~
- What is **maven**?
- How do we use **unit tests**?
- **Where to write your code** (NOT in the test package!!!)

Short-term Planning

Week 1 19-23.02.2018	Sunday 25.02.2018 08:00	Week 2 26-02.02.2018	Tuesday 27.02.2018 15:00
Course Intro & guidelines		Course Java IOs	
Lab Study and work	Intermediate check I will let you know about current status	Lab Preparation next lab	Final deadline
	<i>This is your safety check. Meet this deadline and you are sure to get the challenge point.</i>		<i>I will do the final check here. Students who have all tests in green get 1 pt for the first challenge. Others get 0 pt.</i>