

# Program Startup Guide

*Whenever you have a problem, **Google** it First.*



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Lecturer: Huiyu Weng  
Presented by TA Group 2015

# Regulations

## Attendance

Wednesday 18:00 to 20:00 p.m. @ SEIEE Building 4-311

Every one will fill in a seat table. Your seat cannot be changed once selected. We are going to check your attendance by checking the seat table every week. Your attendance may or may not lead to the punishment, which depends on your performance in the Program Test. Full attendance will grant you extra credit if you screw up the Program Test. We do not force students with good programming background to show up every week. But you must hand in your homework before DDLs and perform well enough in the Program Test.

## Team

You will team up to review code and discuss issues among your team. Normally a team with no more than 7 students is fine. Each team will have a team leader whose responsibility includes but not limited to disseminating notifications, collecting homework and reporting issues to TA. Team leader can get extra credit for good service to the team.

# Dev Environment

## C++ IDE

We recommend devc++ as your C++ IDE for short code on Windows systems. Other IDEs like Codeblocks and Visual Studio are also good, but be sure not to use any library not included in standard C++ (<http://www.cplusplus.com/reference/>). If you work on Visual Studio, please create the project with “create empty project” option to avoid including Windows specified libraries.

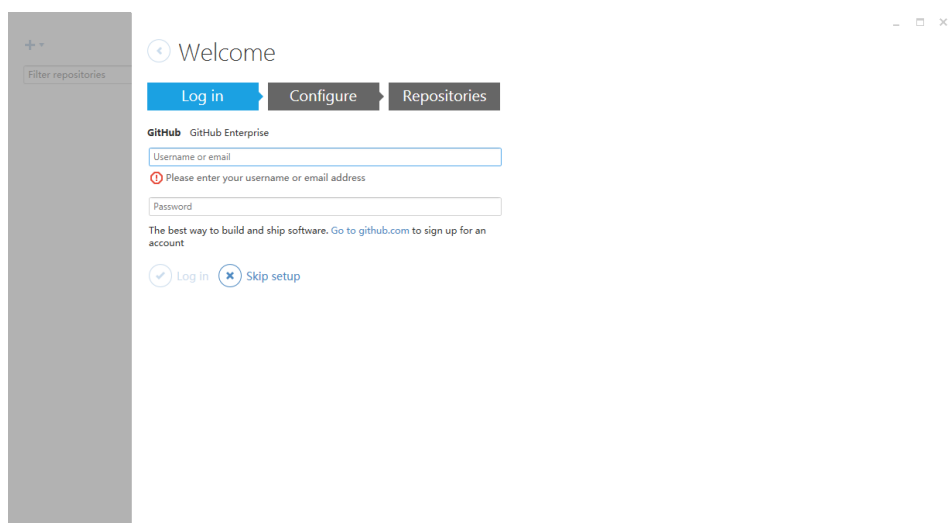
For Mac users, Xcode is fine.

## Github

In this course, we will use Github to cross-review your code among team members. If you have no idea about it, please go to wiki <http://en.wikipedia.org/wiki/GitHub>. It is very likely that you still don't know what Github can do after you read this but it's OK. Please follow the instruction to setup your Github account. You can refer to <https://help.github.com/> if you have any problem.






## Setup Git

- Download Github client for Windows: <https://windows.github.com/>
- Install it (This will take some time. Go ahead to sign up or read the wiki.)
- Sign up <https://github.com/>
- After installation is complete, login with your account. (\*Important: this will generate an SSH key, which is necessary to access your Github from your desktop client. For Linux users, you need to manually generate an SSH key)







## Create your first repository

- Create a repo on Github website


[Explore](#) [Gist](#) [Blog](#) [Help](#)  yurality    

Create new...


 News Feed  Pull Requests  Issues

  
**Repositories**  
You'll work on projects.

3




  
**Fork repositories**  
Forking creates a new, unique project from an existing one.

4

  
**Work together**  
Send pull requests, follow friends. Star and watch projects.


Owner


Repository name

  yurality /  

Great repository names are short and memorable. Need inspiration? How about **freezing-octo-nemesis**.


Description (optional)

☒  **Public**  
Anyone can see this repository. You choose who can commit.

☐  **Private**  
You choose who can see and commit to this repository.

☒ **Initialize this repository with a README**  
This will let you immediately clone the repository to your computer. Skip this step if you're importing an existing repository.

Add .gitignore: **None**

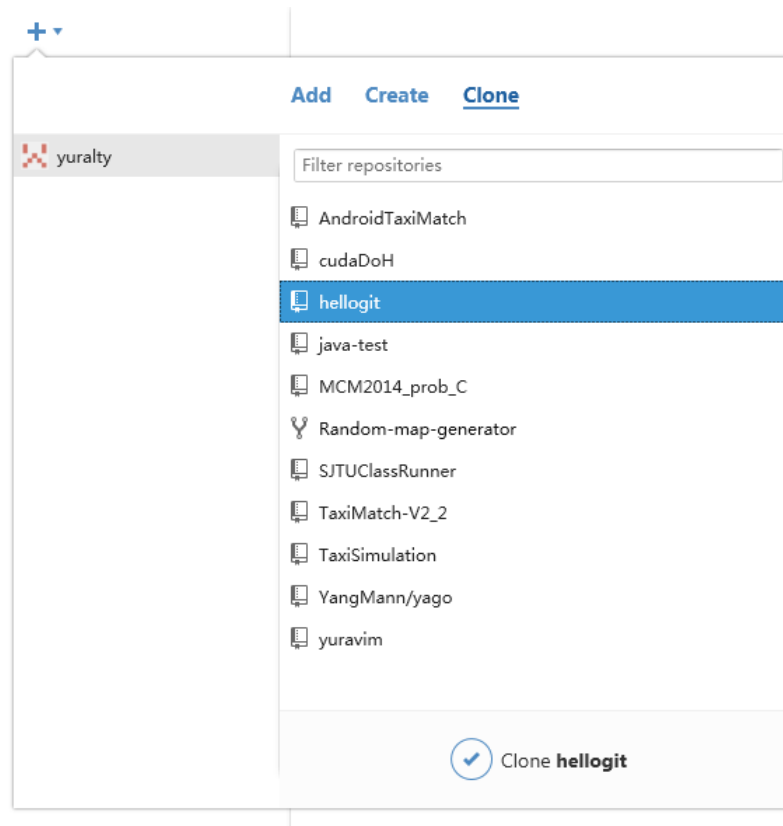
Add a license: **None** 

Create repository

PROGRAM STARTUP GUIDE

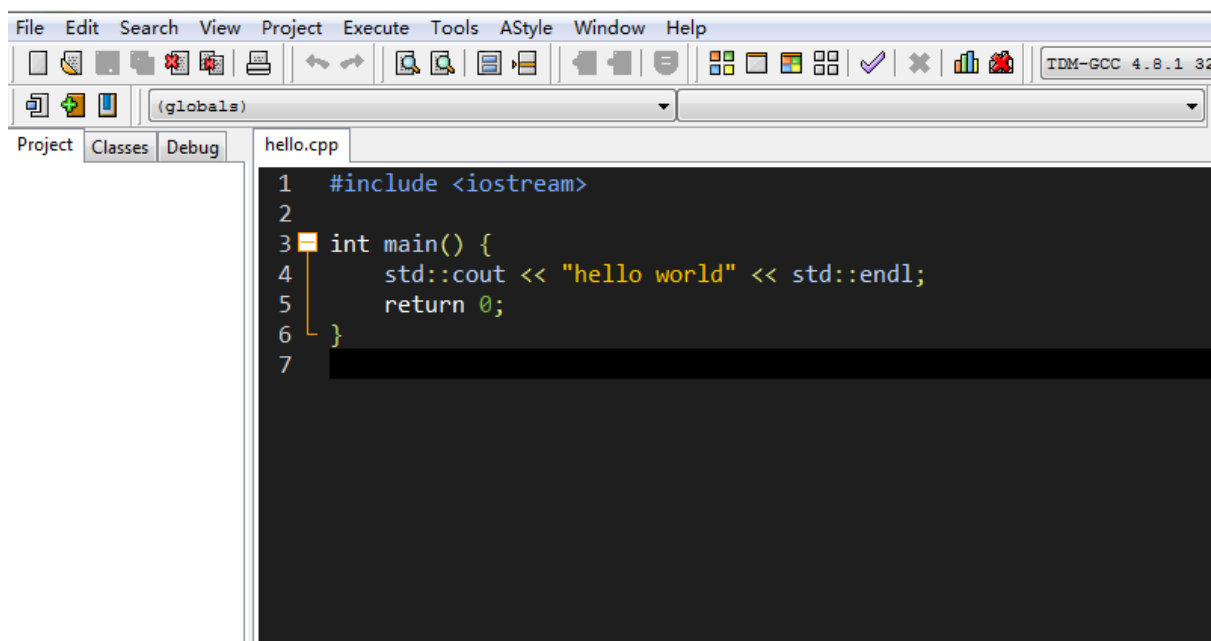
4

- Clone it to your local repo in your client

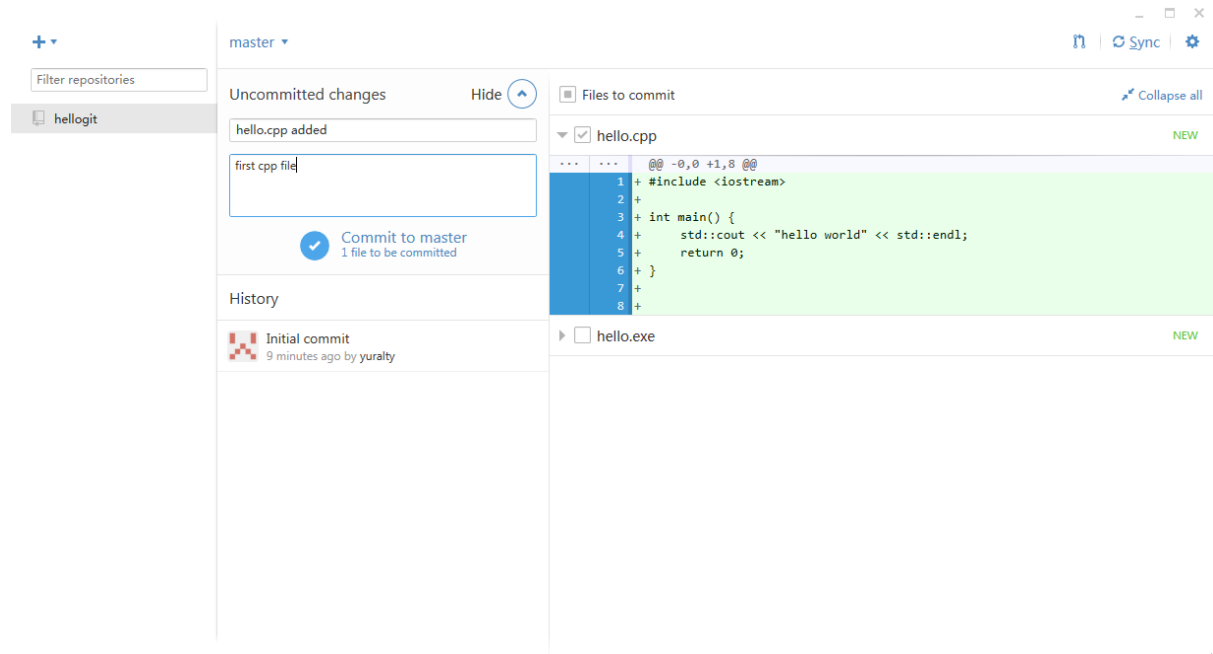


## Start working on hello world

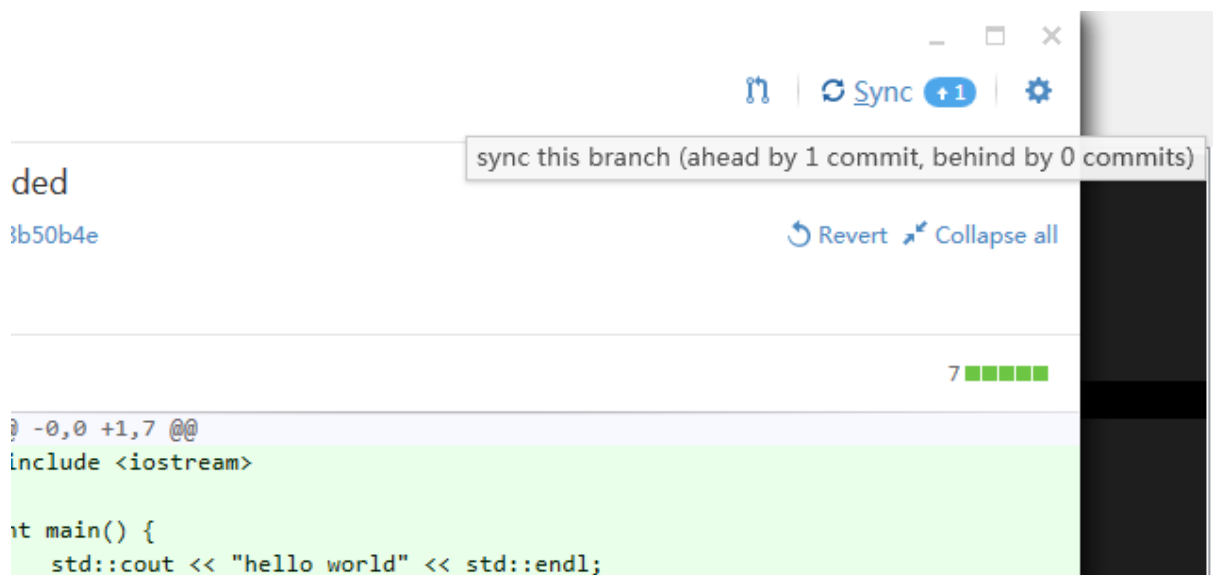
- Write a hello world .cpp file, compile, and run. Be sure to save the files in your local repo, which by default is C:\Documents\Github\<your repo name>\.



- In your client, you can see your changes in your local repo. You can now commit your changes to your repo. Usually we do not commit the binary files (.exe file in Windows) to our repo.



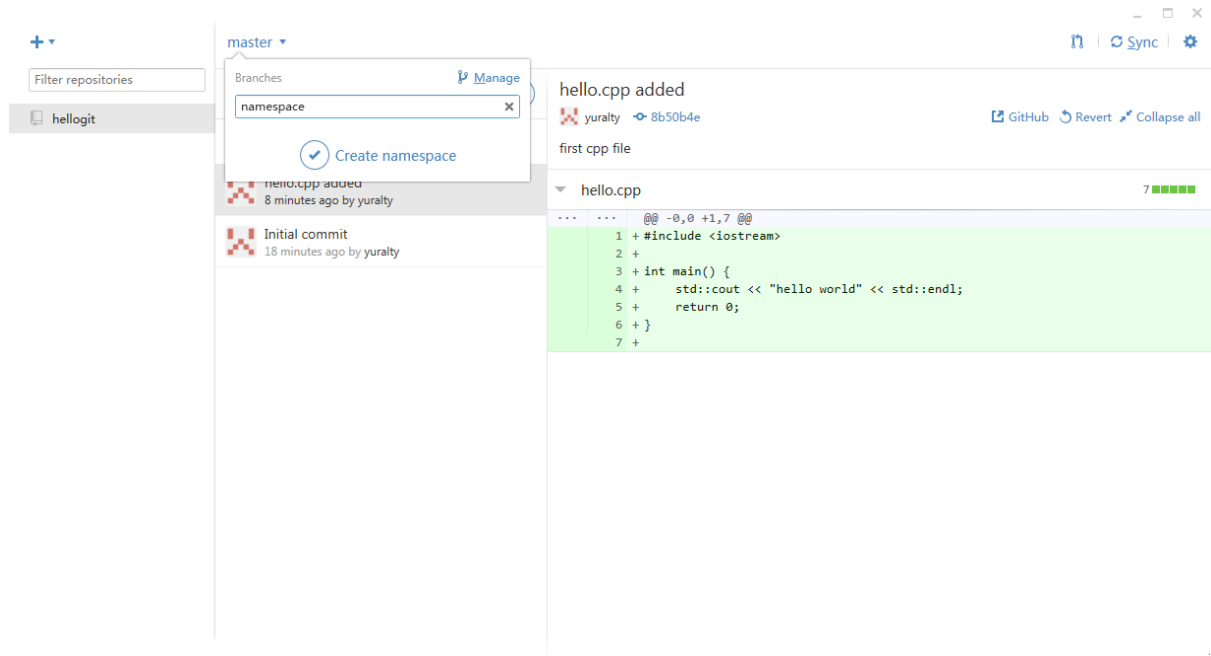
- Commit only make changes to your local repo, to push it to your remote repo, click sync button.



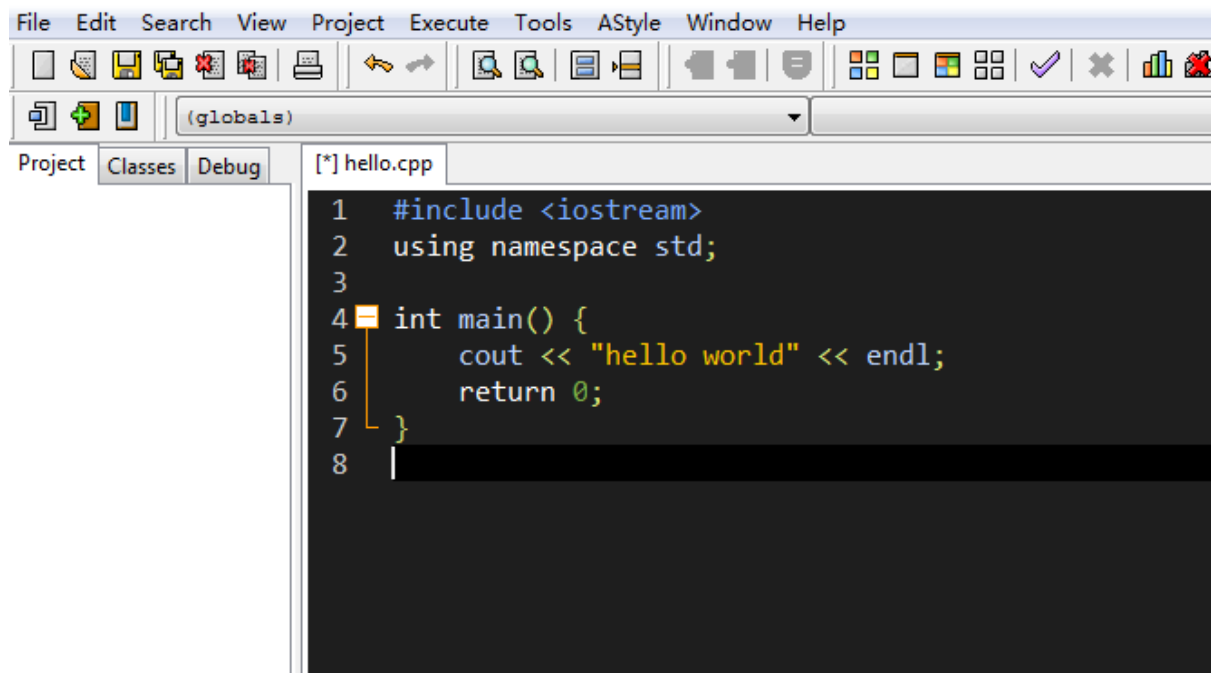
## Play around branches

Branch is the way you can make change to your code without worrying about corrupting it. Next you will learn how to create, merge and discard a branch.

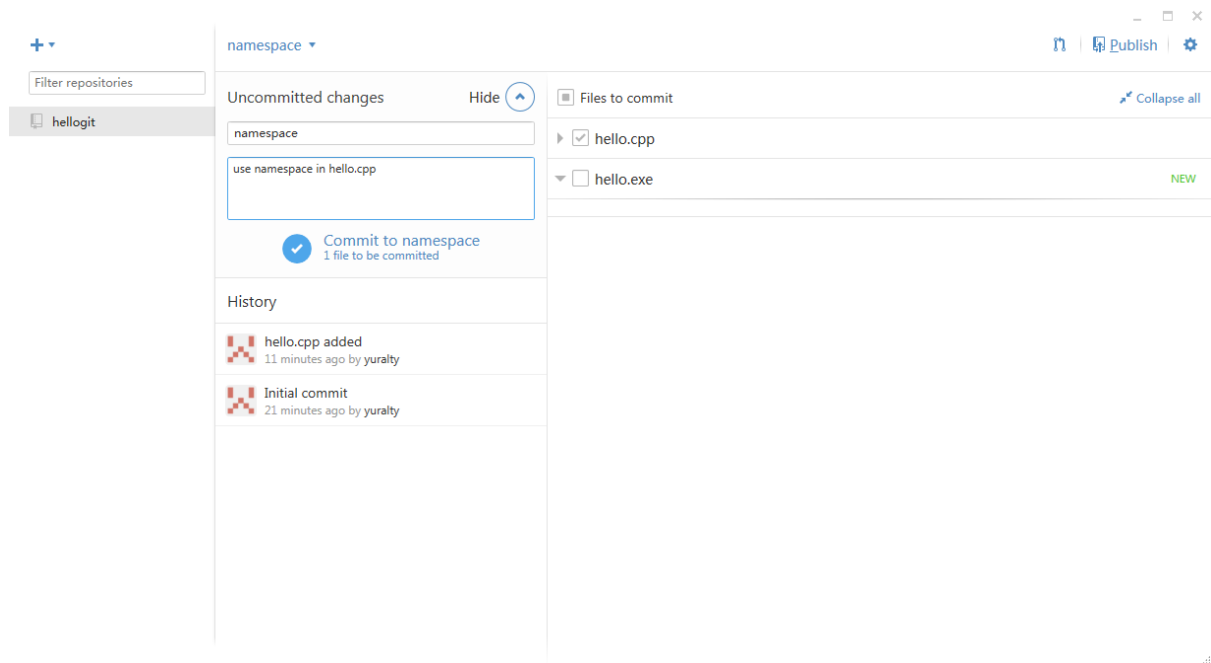
- Create a new branch from your client.



- Make some change in your code.



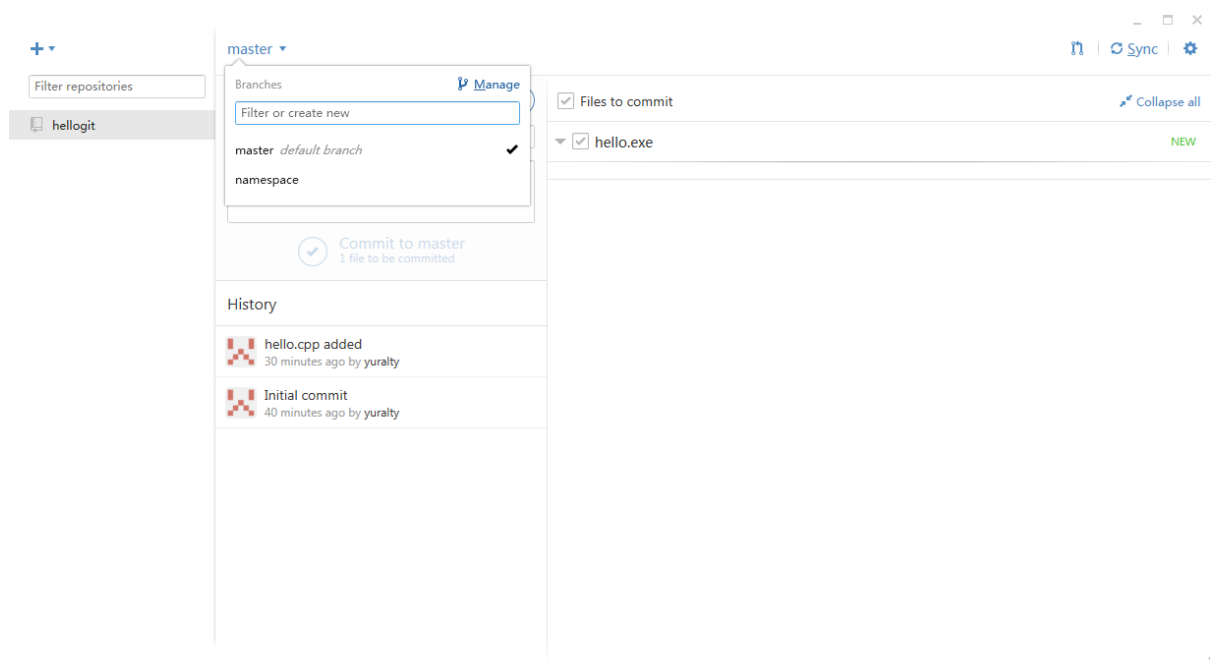
- Commit your changes and publish your branch to the remote repo.



Now you can switch among branches and reopen your file to see the difference.

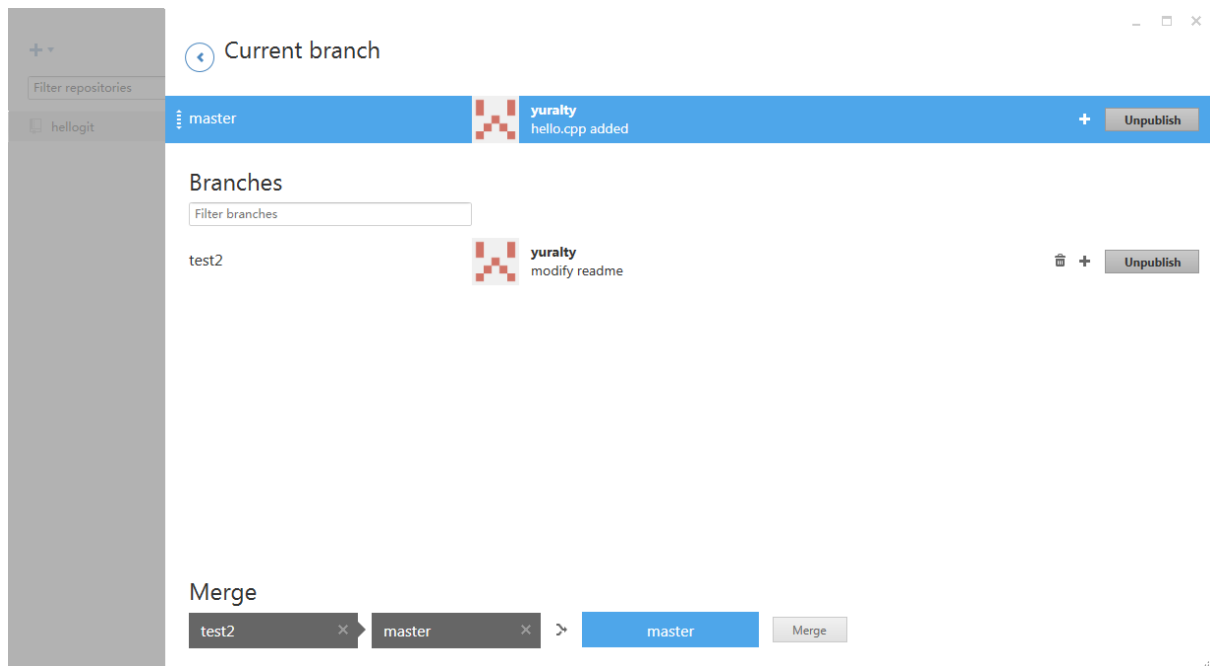
If you don't want this branch anymore

- Switch to your master branch.





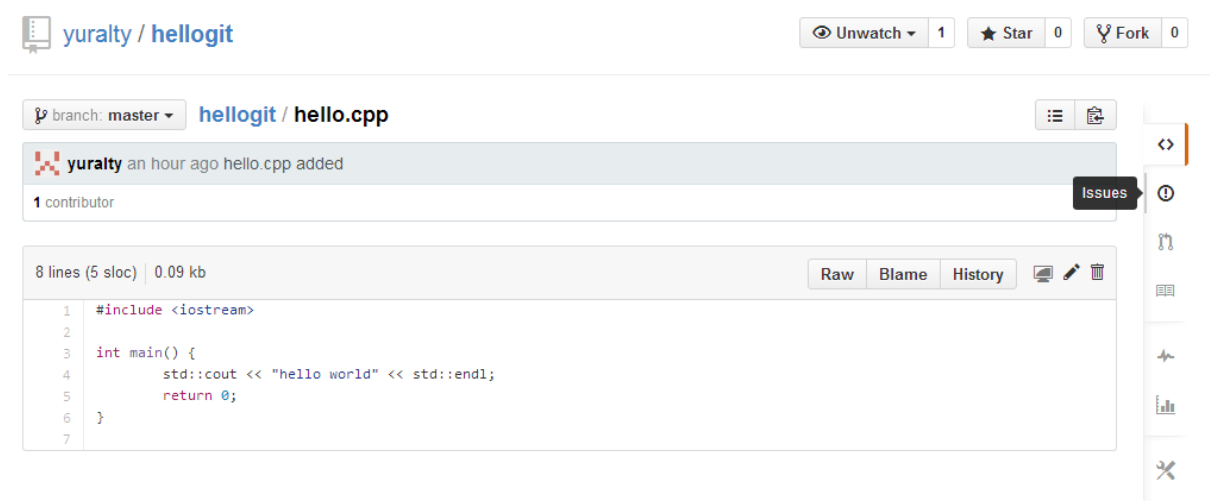
- In “manage” tab, delete your new branch.



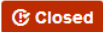
If you are satisfied with your changes, you can merge your new branch to your master branch at the same place.

## Discuss issues

One feature of Github is to create issues on others' code. We will leverage this feature to do cross-review among team members. Here is an example of how to create, close and reopen issue.



## test issue #2

[Edit](#)[New issue](#)

yuralty opened this issue 17 minutes ago · 1 comment



yuralty commented 17 minutes ago

Owner

test



yuralty commented 17 minutes ago

Owner

test reply



yuralty closed this 15 minutes ago



Write

Preview

Markdown supported

Edit in fullscreen

Leave a comment

Attach images by dragging & dropping, [selecting them](#), or pasting from the clipboard.

[Reopen issue](#)[Comment](#)

Labels

None yet

Milestone

No milestone

Assignee

No one—assign yourself

Notifications

Unsubscribe

You're receiving notifications because you modified the open/close state.

1 participant



Lock issue

# Homework

1. Setup your Dev environment and Github account.
2. Write a hello world, and push it to your Github repo.
3. Select a team leader. The team leader should fill in an info list of your team members and send it to your TA.
4. Every one open a test issue in someone else's hello world repo.