工具篇: vscode 及 其他

Thursday, March 10, 2022 10:10 AM

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1.关于vscode (Back to Top)



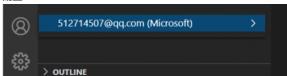
好处:

- 1. 丰富的插件
- 2. ssh连接服务器很方便

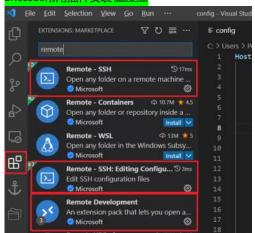
下载地址: https://code.visualstudio.com/download (linux / win)

建议:拥有一个微软账号或者github账号登录vscode来保存和更新自己的

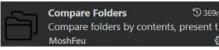
配置



2.vscode常用插件安装 (Back to Top)







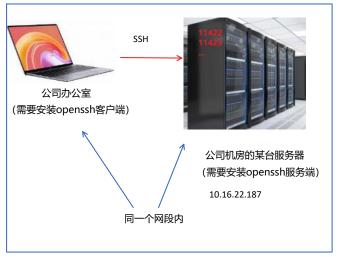
等等



一种安全的网络协议



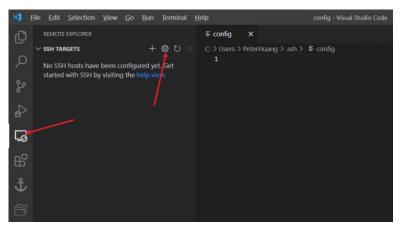
一种安全的网络协议

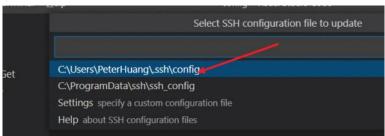


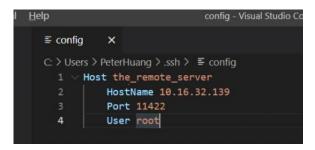
两种连接方式(Back to Top)

- a. 终端连接
- b. vscode连接 (上文提到的remote插件必须装好)

Vscode 如何进行ssh连接 (Back to Top)







文件传输(关于scp) (Back to Top)

T#.

```
scp -P 9091_r root@10.16.100.48:/datav/shared/a.tar.gz C:\Users\peterhuang\Desktop地址a

-r:需要传文件夹的时候一定要开启
-P: scp的P一定是大写的,ssh 的p是小写的!!!-P是服务器的端口
```

上传:

4.高效的快捷键和自定义设置 (Back to Top

4.1 快捷键 (Back to Top)

Ctrl P	快速查找并打开某个文件
Ctrl F	在当前文件里搜索字符串
Ctrl shift F	在当前工作目录里搜索字符串
Ctrl shift P	快速打开一些配置文件
Code 路径	快速打开某个文件夹并以此为工作空间
Ctrl + `	快速打开终端
Alt +/	快速切换到debug界面(如果在调试状态)
Ctrl + B	快速打开侧边栏

其他参考: https://betterprogramming.pub/15-useful-vscode-shortcuts-to-boost-your-productivity-415de3cb1910

4.2 设置alias (Back to Top)

5.高效调试配置(tasks.json 和 launch.json) 🖽 🗠 📆

5.1 配置launch.json (Back to Top)

Python 和 c++

```
{} launch.json × {} tasks.json
.vscode > {} launch.json > Launch Targets > {} LD_LIBRAYRY_PATH
           "version": "0.2.0", "configurations": [
                   "name": "Python: Current File",
                   "type": "python",
                   "request": "launch",
                   "program": "${file}",
                   // "program": "main.py",
                   "console": "integratedTerminal",
                   "justMyCode": true // false 的话 你可以进入一些库的源码里面进行调试, 比如说进入pytorch的一部分源码
                 "name": "C++ file",
                 "type": "cppdbg",
                 "request": "launch",
                 "program": "${workspaceFolder}/workspace/pro", // 你要调试的文件,这里指的是cpp最终生成的可执行文件
                 "args": [],
                         "environment": [{"name": "LD_LIBRAYRY_PATH", "value": "$(LD_LIBRAYRY_PATH):/mypath/to/lib/"}],
                         // 相当于直接 export LD_LIBRARY_PATH=$LD_LIBRARY_PATH:/mypath/to/lib/
                 "stopAtEntry": false,
                 "cwd": "${workspaceFolder}/workspace", // c++在运行过程时会在这寻找依赖和其他文件(比如说 图片)
                 "externalConsole": false,
                 "MIMode": "gdb",
                 "miDebuggerPath": "/usr/bin/gdb",
                 "setupCommands": [
                        "text": "-enable-pretty-printing",
                        "ignoreFailures": true
35
                 "preLaunchTask": "build" // 在运行launch之前先运行tasks.json里的东西
                                                                                                       Add Configurati
```

详细参考: https://code.visualstudio.com/docs/editor/debugging

5.2 配置tasks.json (Back to Top)

每次运行launch之前都会运行tasks (这里指的是都会编译一遍)

5.3配置settings.json(Back to Top)

在.vscode/settings.json中配置"*.cu": "cuda-cpp"可以实现对cuda的语法解析

5.4 配置c_cpp_properties.json (Back to Top)

ref:

https://code.visualstudio.com/docs/cpp/c-cpp-properties-schema-reference#:~:text=includePath%20An%20include%20path%20is%20a%20folder%20that%20contains%20header%20files

5.4 C++ Python 并行调试(Back to Top)

在launch中配置好python和c++的debug配置如下

```
@ main.cpp
              main.py
                              {} launch.json X
.vscode > {} launch.json > Launch Targets > {} Python file
          "configurations": [
                  "name": "Python file",
  6
                  "type": "python",
                  "request": "launch",
                  // "program": "${file}",
                  "program": "src/main.py",
"console": "integratedTerminal",
                  "justMyCode": true // false 的话 你可以进入一些库的源码里面进行调试,比如说进入pytorch的一部分源码
              },
                  "name": "C++ file",
                  "type": "cppdbg",
                  "request": "launch",
                  "program": "${workspaceFolder}/workspace/pro", // 你要调试的文件,这里指的是cpp最终生成的可执行文件
                          "environment": [{"name": "LD_LIBRAYRY_PATH", "value": "$(LD_LIBRAYRY_PATH):/mypath/to/lib/"}
                          // 相当于直接 export LD_LIBRARY_PATH=$LD_LIBRARY_PATH:/mypath/to/lib/
                  "stopAtEntry": false,
                  "cwd": "${workspaceFolder}/workspace", // c++在运行过程时会在这寻找依赖和其他文件(比如说 图片)
                  "externalConsole": false,
                  "MIMode": "gdb",
                  "miDebuggerPath": "/usr/bin/gdb",
                  "setupCommands": [
                          "text": "-enable-pretty-printing",
                          "ignoreFailures": true
                                                                                                            Add Configu
```

那我们如何确定我们按f5的时候是debug python 还是c++呢?



可以通过这个来选择debug python 还是c++ file