# Guide to compile and run your practicals

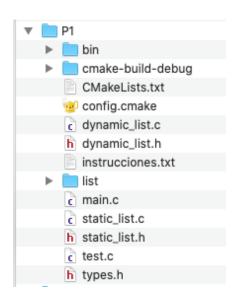
Programming II

Faculty of Computer Science



#### Template project

 The first step will be to download and decompress the ZIP file available at Moodle that contains all the files necessary for the practical.

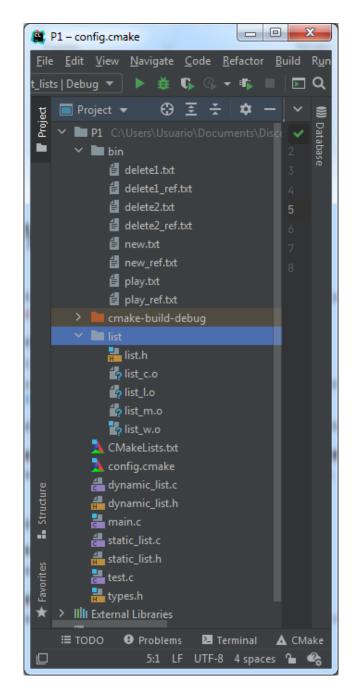


- 2. Next, from CLion, open (*Open*) the folder containing the files of the practical.
  - This folder already includes the definition of a CLion project ready to compile.



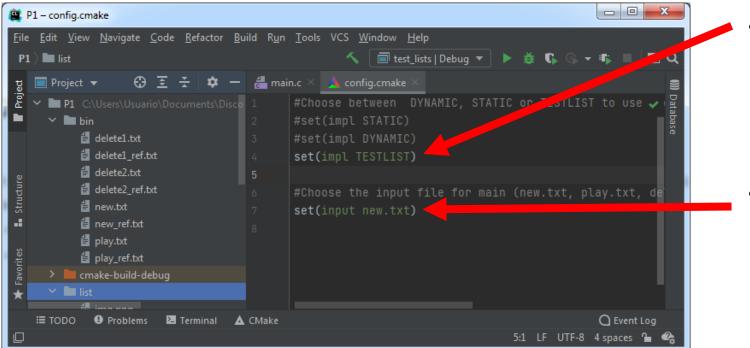
#### Template project

- The project includes all the C source files necessary to carry out the practical. The student must not add any other .c or .h file.
- Folder bin:
  - Where the executables are generated when compiling.
  - Contains the input test files necessary to test the operations of the practical (.txt files) and the result of its execution (\*\_ref.txt files).
- Folder list: contains (compiled for Windows, Linux and MacOS) the library of the ADT list to be used at the beginning of the practical.
- main.c, types.h, dynamic\_list.h, dynamic\_list.c, static\_list.h, static\_list.c
  - Source files to be filled in to complete the practical.
- test.c: Program for testing an ADT List.
- **CMakeLists.txt:** Configuration file for CMake. It must not be modified.
- **config.cmake:** File to be modified when testing the program. It must be made according to the instructions included.



#### Configuring compilation and execution

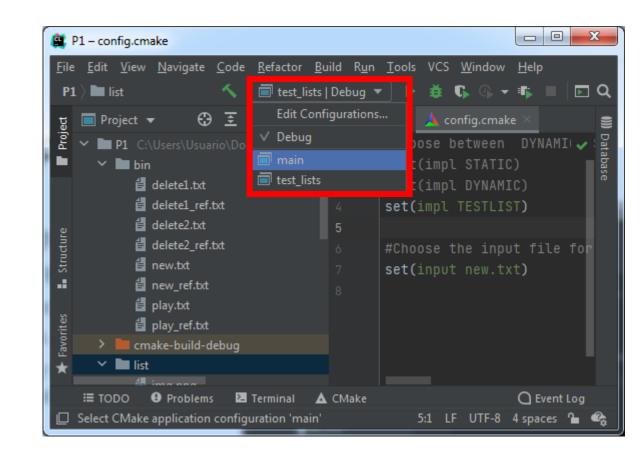
• Go to file **config.cmake** and select the following options (by commenting or uncommenting the corresponding lines):



- Version of the ADT List implementation to be used to compile and run the program.
- Input file for the program (to be chosen among the \*.txt files in folder bin).

## Configuring compilation and execution

- The template project is already configured with two compilation and run *targets*:
  - main: to compile and run the main program of the practical.
  - test\_lists: to compile and run the testing program that checks the proper functioning of the ADT List implementations.
- You must select the corresponding one at the CLion drop-down menu according to which one you want to compile or run.



## Programming the practical

- Complete the C source code of the
   .c and .h files included with the project.
- The file **main**.c contains the basis source code of the main program, including the code necessary for reading the input files.

```
P1 - main.c
File Edit View Navigate Code Refactor Build Run Tools VCS Window Help
 P1 > amain.c
                                                  # main.c × 🛕 config.cmake
          void processCommand(char *commandNumber, char command, char *param1, char *p Δg
              switch(command) {
                      printf( Format: "Read: %s %c %s %s.\n", commandNumber, command, param1, par
          void readTasks(char *filename)
              char *commandNumber, *command, *param1, *param2;
                  size_t len = 0;
                  const char delimiters[] = " \n\r";
                  char buffer[MAX_BUFFER];
                      commandNumber = strtok(buffer, delimiters);
                      command = strtok( _Str: NULL, delimiters)
                      param1 = strtok( _Str: NULL, delimiters);
                      param2 = strtok( _Str: NULL, delimiters);
                      processCommand(commandNumber, command: command[0], param1, param2);
                                                             39:2 LF UTF-8 4 spaces C: ma
```

## Running from the console

• It is also possible to run the program from the console using the compiled binary files (generated at folder **bin**).

• Along with the documentation of the practical, a **script** for the automatic testing of the program is provided. This script will have to be run from the console of the reference server.