

Laboratórios de Computadores:  
Apresentação do Lab 0  
Computer Labs: Lab 0 Introduction  
2º MIEIC

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# Lab 0: Goals

1. Create the groups (of 2 students, excepcionally 3)
2. Create a Redmine project per group
  - ▶ So that you will get an SVN repository for LCOM
3. Set up a VM with a Minix 3.1.8 image
4. Configure Eclipse's Remote System Explorer plugin, to develop programs on Minix running on the VM
5. Develop, compile and run a C program in Minix
  - ▶ So that you will be able to prepare Lab 1

# Lab 0: Preparation (1/2)

- ▶ Watch a few YouTube tutorial videos on Redmine
  - Logging In [Redmine Intro - 1 - Logging In](#): Just to get a feeling of Redmine. Details in FEUP are different (read the [lab script](#))
  - Managing Users [Redmine Intro - 2 - Managing Users](#): Very useful, as you'll have to add members to the project in a very similar way
  - Repositories [Redmine Intro - 3 - Repositories](#): Details in FEUP are different ([lab script](#))
  - Overview [Redmine - A Guided Tour](#): Overview of some redmine features useful for tracking a project's activity
- ▶ Refresh your Linux skills
  - ▶ Using Ubuntu's Unity user interface
  - ▶ Using the command line interface
  - ▶ Running a compiled program

## Lab 0: Preparation (2/2)

- ▶ Refresh your C knowledge
  - ▶ `main()` and basic constructs
  - ▶ C program compilation (from the command line)
- ▶ Refresh (?) your Eclipse knowledge

**Suggestion** Bring your laptop to setup your development environment