

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

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September 20, 2018

# Lab 0: Goals

1. Create the groups
  - ▶ Remember that groups should have 2 members
  - ▶ Only registered students will be able to join groups
2. Create a Redmine project per group
  - ▶ So that you will get an SVN repository for LCOM
3. Develop, compile and run a C program in Minix
  - ▶ So that you will be able to prepare the next lab
4. Introduce you to SVN, a version control tool
  - ▶ To make it easier to save your work from one lab class to the next
  - ▶ So that you are able to submit your code for the graded labs
5. To introduce you to the Minix (Unix) command line
  - ▶ So that you can use Minix in a more efficient way

# Lab 0: Preparation (1/2)

- ▶ Take a look at the [lab's handout](#)
- ▶ Watch a few YouTube tutorial videos on Redmine
  - [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
- ▶ Read these [notes about logging in Minix](#) (after going over the [lab's handout](#)).

# Lab 0: Preparation (2/2)

- ▶ Refresh your Linux skills
  - ▶ Using Ubuntu's Unity user interface
  - ▶ Using the command line interface ( [Learn the Command Line](#), a CodeAcademy course)
  - ▶ Running a compiled program from the command line
- ▶ Refresh your C knowledge
  - ▶ `main()` and basic constructs
  - ▶ C program compilation (from the command line)

**Remember** You are expected to spend about 5 hours to prepare for Lab 0

**Suggestion** Bring your laptop to set up your development environment

- ▶ Try to install
  - ▶ VirtualBox

on Linux (possibly running on a virtual machine) on your laptop beforehand.