

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
 - ▶ 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.