

Linux for CS Students

A Primer

Ohad Lutzky

Technion IIT
CS Department

November 20th, 2006

Structure of this meeting

- First hour - lecture
- Second hour - Q&A

Outline

- 1 Getting around Linux
 - Your desktop environment
 - The commandline
 - Text editors
- 2 Compiling programs
 - Single-file programs
 - Multi-program files
- 3 Makefiles
 - Introduction
 - Writing makefiles

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“Just like Windows”

Or rather, just like the Mac

- Icons, documents, right/double clicks
- Various desktop environments
- Web browsing
- Office suite

Your home directory

- Per-user
- Often saved on the network
- In Windows - Documents and Settings
- Hidden `.files`

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What do we need this for?

- For day-to-day tasks, you don't
- Fast and efficient (i.e. tab completion)
- Excellent for working with remote servers
- Powerful shell scripting (or CSH)
- Absolutely not DOS

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Basic usage

- **Commands we'll be using here:** `ls`, `cat`, `cd`, `cp`, `mv`, `rm`, `echo`
- **Arrows and Tab**
- `$PATH`
- Taught in the course

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T2, SSH, etc

- From Windows: puTTY
- From Linux: `ssh smyusername@t2.technion.ac.il`
- T2's commandline is extremely similar to Linux's
- **Do not use telnet!**

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Who cares? / Where's my IDE?

- Your most important day-to-day tool
- Important features
- No IDEs for CSH
- VIM and Emacs are installed on T2

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- Familiar and easy to use
- Syntax highlighting
- ...but not much else.
- Recommendation: Learn VIM (`vimtutor`) or Emacs

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GCC

- Gnu Compiler Collection
- Modern, full-featured compiler
- Encapsulates many language compilers and linker
- T2 has (currently) version 3.4, modern Linuxes have 4.1
- Quite different from Borland C++ or Visual C++
- Also available in Cygwin and DevCPP

Basic usage of GCC

- Compiling and linking (for programs):

```
gcc -o my_app my_app.c
```

- Running your program:

```
./my_app
```

Compiler flags

- `-ansi`
- `-Wall`
- `-pedantic-errors` (no space!)
- `-g` - debug symbols (GDB, DDD)

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gcc -ansi -Wall -pedantic-errors  
-o my_prog my_prog.c
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Compiling object files

- `-c` - no linking
- Otherwise, same flags as before

```
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-c -o my_lib.o my_lib.c
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Linking the application

- Linking gives you a runnable application
- We will use `gcc` for linking (like we did before)
- In reality, `ld` is called
- Avoid specifying multiple `.c` files - compile objects instead

```
gcc -o my_app main.o lib1.o lib2.o ...
```

Common caveats

- Circular dependencies
- Unit testing
- Many more!

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Why makefiles?

- Recompiling happens a *lot*
- `-Wall -ansi -pedantic-errors -kimchi -...`
- Recompiles only what has changed
- Great for distributing programs
- Sometimes required by course staff

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In practice

- 1 Create your Makefile (or makefile)
- 2 Run make
- 3 Debug and fix your code
- 4 Return to step 2

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A sample makefile

Or: `make` knows what you mean

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CFLAGS=-Wall -ansi -pedantic-errors

my_prog: my_prog.c
    $(CC) $(CFLAGS) -o my_prog my_prog.c

my_lib.o: my_lib.c
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A typical multi-file sample

```
CC=gcc
CFLAGS=-Wall -ansi -pedantic-errors -g

all: my_prog

lib1.o: lib1.c header1.h
lib2.o: lib2.c header2.h
my_prog.o: my_prog.c header1.h header2.h # Has main
my_prog: my_prog.o lib1.o lib2.o

clean:
    rm -f my_prog my_prog.o lib1.o lib2.o
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Better yet. . .

```
CC=gcc
CFLAGS=-Wall -ansi -pedantic-errors -g
OBJECTS=my_prog.o lib1.o lib2.o
HEADERS=header1.h header2.h
all: my_prog
lib1.o: lib1.c $(HEADERS)
lib2.o: lib2.c $(HEADERS)
my_prog.o: my_prog.c $(HEADERS)
my_prog: $(OBJECTS)
clean:
    rm -f my_prog $(OBJECTS)
run: my_prog
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    rm -f my_prog $(OBJECTS)
run: my_prog
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```

- Many more features (recursion, automake, phony targets. . .)
- For C++, use `CXX` and `CXXFLAGS`
- Built-in make support in editors

Summary

- Linux is not so bad (right?)
- Compiling with the commandline - daunting, but not much voodoo
- Makefiles are a powerful timesaving tool

- Outlook
 - Debuggers
 - Valgrind
 - C without a spoon