

# Into to Technology

John

Fachschaft General & Computational Linguistics  
**University of Tübingen**

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Pre-course

# Outline

Basic Commandline

Git

Debugging

# Intro to Commandline

When you turn your PC's brightness up so you can mine without having to place torches



# What is a computer

- ▶ Your computer a big calculator
- ▶ It has a list of instructions and it executes it one by one

## How to interact with the calculator

- ▶ Usually you interact with a gui
- ▶ What did they do before guis?
- ▶ They used the command line



# What can you do with the Command Line?

- ▶ Short answer: Everything
- ▶ Simple examples: set a timer, do arithmetic, play a text based game
- ▶ Most importantly: run programs

# The file system

- ▶ How does the computer know what to do?
- ▶ Files
- ▶ You should be familiar, when uploading photos
- ▶ A file is not just a photo, but any piece of data
- ▶ Example: Excel data, Word file, your Minecraft World
- ▶ Others: Settings, Programs, Folders, Mouse and Keyboard

# Directories

- ▶ Basically file manager but no mouse.
- ▶ Files are the exact same, just a different way to access them.
- ▶ Example: `/Desktop/homework/assignment1.java`
- ▶ Instead of clicking through folders you have to type in which folder you want to switch to.
- ▶ The names of folders separated by slashes is the path.



## Other things you can do

- ▶ Many gui actions have command line equivalents
- ▶ Opening a file it in notepad.
- ▶ Editing the file in Notepad
- ▶ Moving a file to the trash can
- ▶ Making a new file in Notepad

## But do I really need this?

- ▶ In our program, mostly for Text Technology, running python, and doing ssh
- ▶ As a beginner, you can mostly get by by clicking the green button in VS Code
- ▶ Sometimes green button no work, so its good to know how to do it from the command line
- ▶ Make sure you do not develop command line phobia.
- ▶ No demo because too scary

# Outline

Basic Commandline

**Git**

Debugging

# What is Git?



## What is Git (for real)?

- ▶ *Git is a distributed version control system that tracks changes in any set of computer files, usually used for coordinating work among programmers who blah blah blah*
- ▶ Basically google docs for code.
- ▶ A command line program (but GUIs exist).
- ▶ Most importantly, it's how you download code off of github and upload

# github

- ▶ git hub is the website, git is the actual program you use
- ▶ As an analogy, git is like Word, and Github is the Google Drive.
- ▶ Many classes require github
- ▶ Most open source software is hosted on github
- ▶ follow me on github btw

But why can't I just use google drive/email/whats app/print out all my code on paper.

## Why use Git?

- ▶ Keeps a history of all changes.
- ▶ Easy collaboration through branching and merging capabilities. (meaning two people can work on different parts of the code base at the same time)
- ▶ Distributed, meaning everyone that uses git has a copy of the source code, so you don't need internet to work on it.
- ▶ An industry standard that everyone expects you to know
- ▶ Can potentially show you did not cheat



# Basic Git Commands

- ▶ `git clone` Download your file, you only do this once.
- ▶ `git add` Selects which changes you want to upload
- ▶ `git commit` Save your changes
- ▶ `git push` Uploads you changes to github

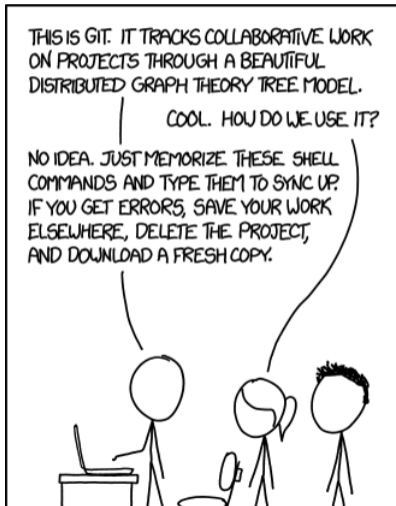
# Workflow

- ▶ Do some work
- ▶ Save in your editor
- ▶ Git add your changes, (sometimes you don't want to add all your changes)
- ▶ Git commit, and give a message
- ▶ Git pull to see if anyone else made any changes. If there are changes you need to merge them.
- ▶ git push to see it on github.
- ▶ Repeat

## But that's too hard

- ▶ Download a program to help you
- ▶ github desktop, gitkraken,
- ▶ vscode also has git integration
- ▶ Alternatively, edit directly on github (not recommended)

# Basically



# Outline

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Git

Debugging

## But we didn't start writing code yet

- ▶ Debugging is an important skill
- ▶ More time is spent debugging than writing code
- ▶ Some debugging techniques are general that don't require use of a specific tool

# What is a bug?

- ▶ Basically, you are doing something wrong
- ▶ It's a lot easier writing wrong code than correct code.

# Types of Errors

- ▶ Compile Errors
- ▶ Runtime Errors
- ▶ Logic Errors



# Compile Errors

- ▶ Basically, you made a grammar mistake
- ▶ Computers are stubborn, they know what the error is but make you fix them
- ▶ Examples: Missing semicolons, undeclared variables, mismatched brackets, typos
- ▶ Usually there will be a red squiggly line
- ▶ Relatively easy to fix, usually you copied something wrong.

# Runtime Errors

- ▶ Occur while the program is running.
- ▶ If compile error is a grammar mistake, a runtime error is a semantic mistake.
- ▶ Analogy, if you ask for the 10th person in line, but there are only 5 people in line.
- ▶ Examples: Dividing by zero, trying to access an out-of-bounds array index, the famous null pointer exception
- ▶ Usually your program crashes.
- ▶ There is usually a line number to see where it failed

# Logic Errors

- ▶ The code runs, but doesnt do what you want it to do
- ▶ Examples: Incorrect formulas, missing steps in a process.
- ▶ Often the hardest to dear has made a mistake in their mental model.
- ▶ Analogy, you are baking, but the white powder you thought was sugar was salt.

# Debugging Techniques

- ▶ Adding Print Statements
- ▶ Using Paper and Pencil
- ▶ Duck Debugging
- ▶ Using a debugger

# Adding Print Statements

- ▶ Adding lines of code to display variables or messages.
- ▶ Allows you to see which code is being run, which code is not.
- ▶ Relatively simple, you learn hello world on the first day and that's all you need.

## Using Paper and Pencil

- ▶ Write down variables and their values as you trace through the code.
- ▶ Allows for manual simulation of how the code runs.
- ▶ Sometimes writing stuff down just makes everything make sense

# Duck Debugging

- ▶ Explain your code or problem out loud, as if to a rubber duck or inanimate object.
- ▶ Sounds really stupid, but sometimes works
- ▶ if you do this in public, you may get bullied

# Debugger

- ▶ Will not go over, since it is technical
- ▶ Basically lets you go through your program line by line and observe variables
- ▶ Very powerful, learning how to effectively use it is worth the effort



## Other useful tips

- ▶ Google is your best friend
- ▶ Test individual subcomponents
- ▶ Sometimes the most simple bugs are the most hard to find.
- ▶ Go to sleep