Week 10 Tutorial

Software Configuration Management

1. What is Software Configuration Management (SCM)?
2. Why is SCM important
3. What SCM program do we use in this class.
4. What is Github?
5. What are the commands to enter your name and email address
6. Where are the values for name and email stored?
7. How do you set up a git repository?
8. How to you start tracking files in git?
9. How do you create a new version in git?
10. What is the commit message?
11. Get a list of the versions in git?
12. How do you look at the contents in git?
13. How do you get files back from git?

Compile and Make

14. What does the pre-processor do?
15. What language does cpp, the c pre-processor, produce?
16. What does the compiler do?
17. What language does the compiler produce?
18. What is the name of the gnu compiler?
19. What does the assembler do?
20. What language does the assembler produce?
21. What language does the assembler consume?
22. What is the name of the gnu assembler?
23. What does the linker/loader do?

24. Why is a linker useful?
25. What language does the linker consumer?
26. What language does the linker produce?
27. What does the make program do?
28. Write a make file for hello.c that contains targets for all, hello, hello.o, and clean. Use <tab> for the tab character.
29. Name two ways you can force make to make everything again.
30. Why is the touch command useful when using the make command?

Scrum

31. What are the team roles in Scum?
32. What is a sprint?
33. What is the meeting at the beginning of a sprint
34. What is the daily meeting in Scrum called?
35. What two meeting do we have at the end of a sprint?
36. What is a backlog?
37. What is a story?