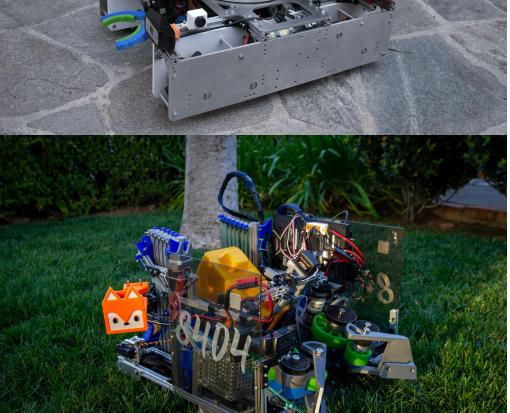
## FTC Programming as a Team

Intro to Git and Android Studio

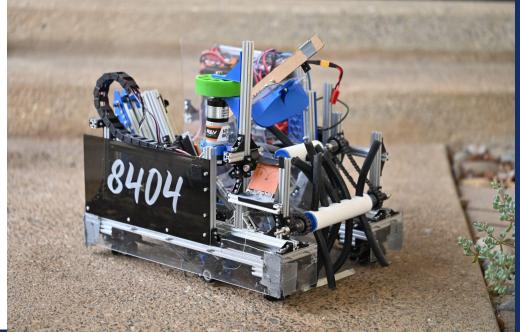
## Contact us: contact@quixilver8404.org

## Website: quixilver8404.org



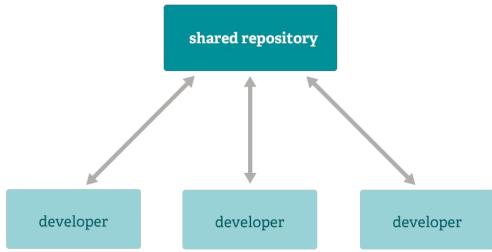






## Why Version Control

- Backup and restore
- Compare file versions at different points in time
- Collaboration
- SDK updates

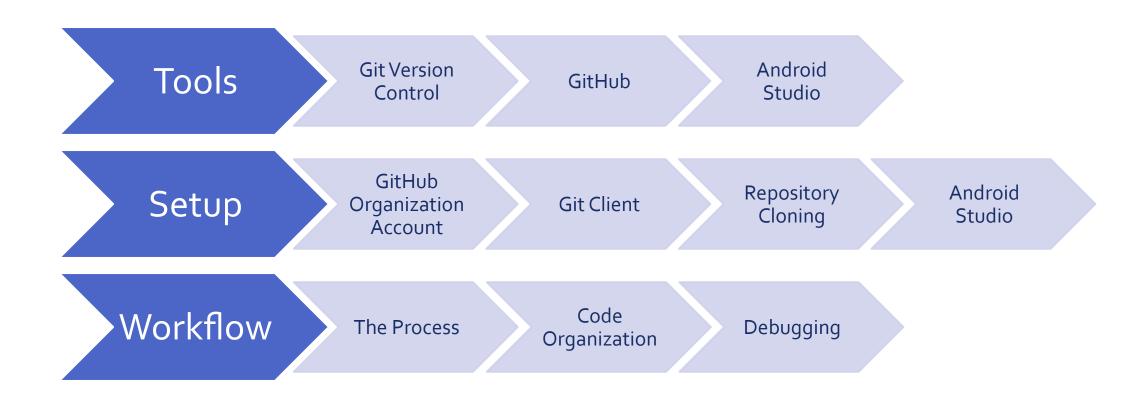


## Why Code Organization

- Maintenance of the project
- Don't solve problems that have already been solved!
- Collaboration



## Schedule



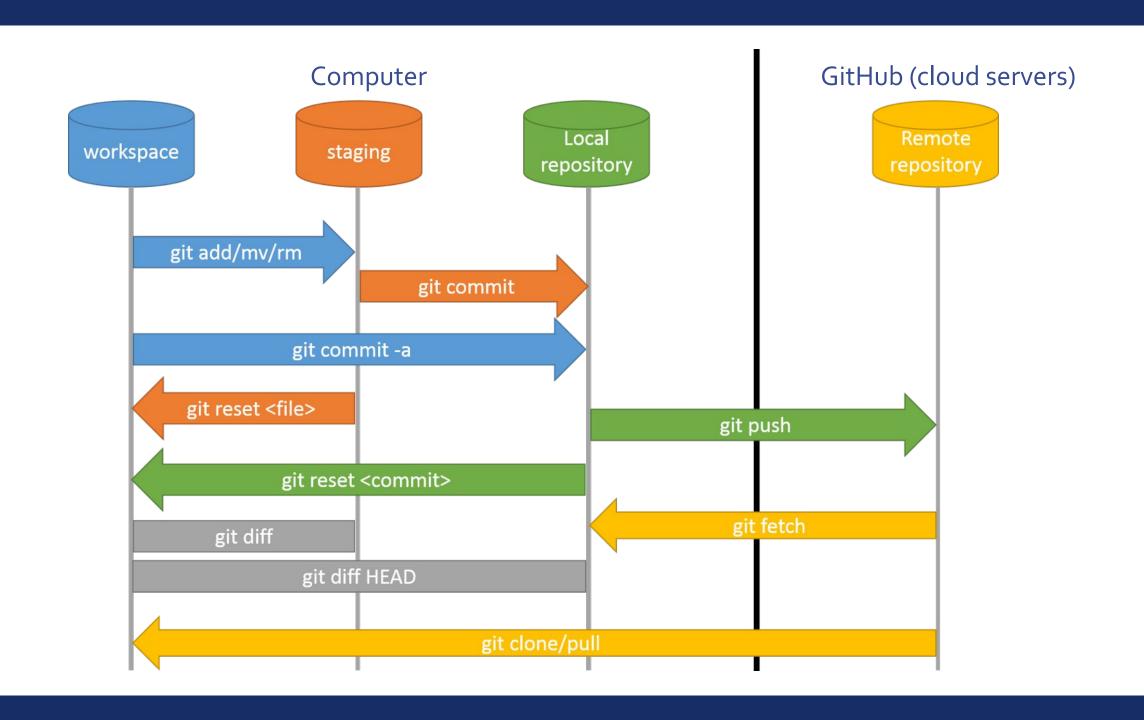
## TOOLS

Git, GitHub, Android Studio

## What is Git

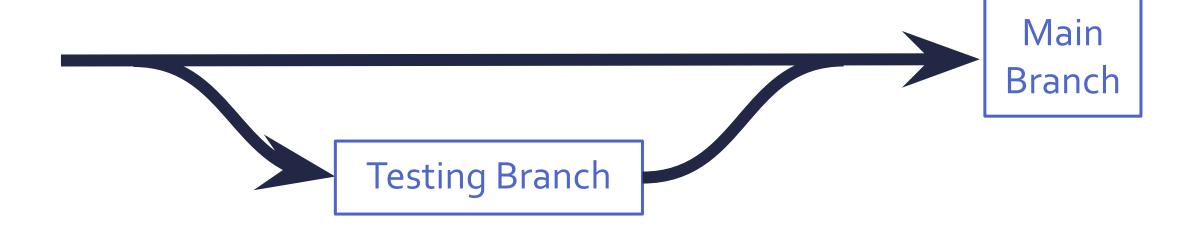
- Open-source version control system
- Changes are tracked
- Allows reversion of chunks of code
- Comparison of differences

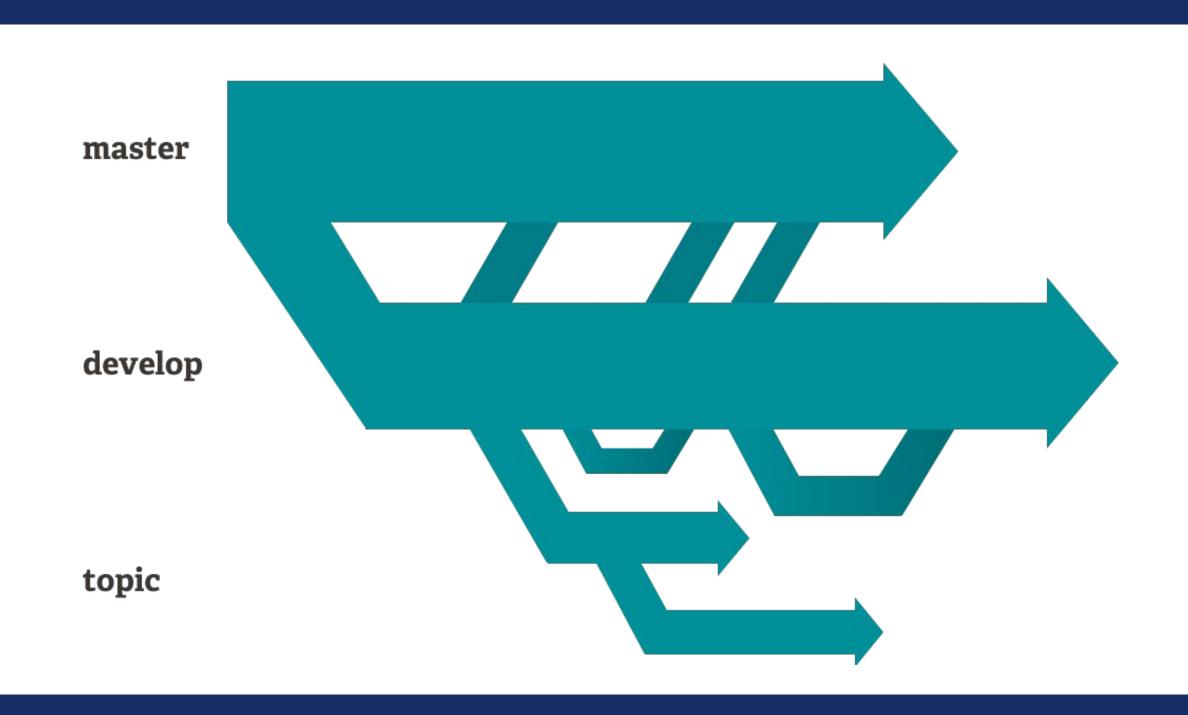




## What is Git - The Branching Model

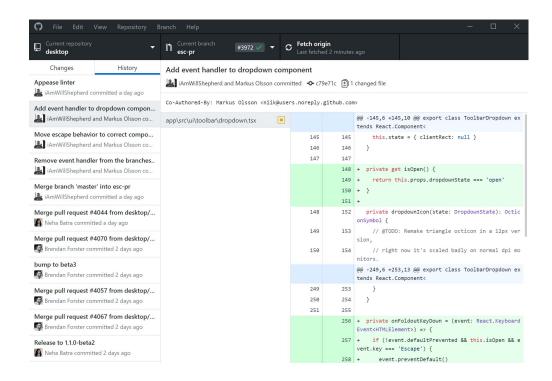
- Create new branch for testing
- Merge branches to bring code into the main branch





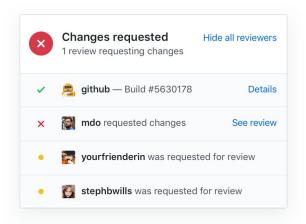
## What is Git (Continued)

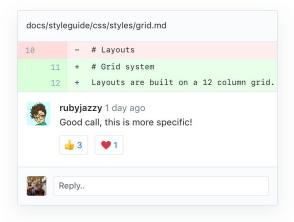
- A set of command line utilities
- GUI available for easier user interface



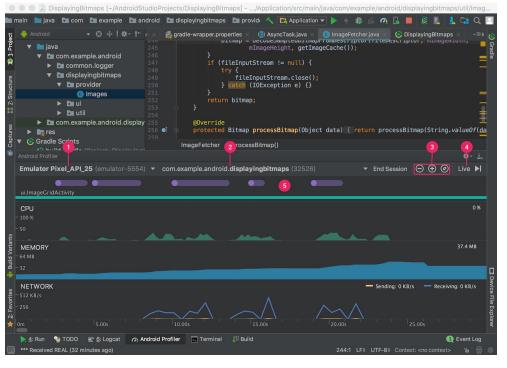
## GitHub (different from git)

- Linked to the local code
- Discuss edits before merging into the "main" branch
- Holds the official FTC SDK





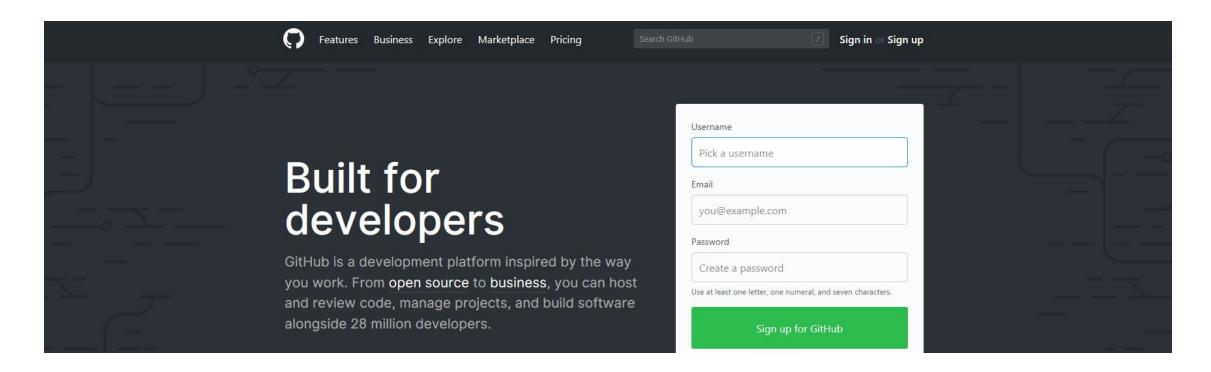
## **Android Studio**



- Create and modify source files
- Build the source files into an android application
- Deploy the built app onto the robot controller
- Monitor and debug application at runtime

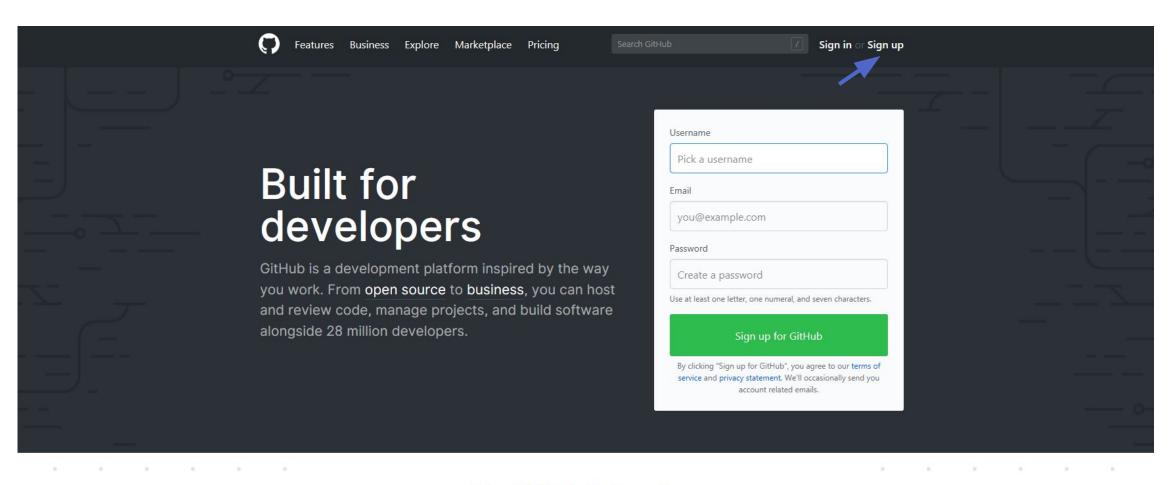
## SETUP

GitHub account, setting up a repository, local git client, android studio



## GITHUB ORGANIZATION AND ACCOUNTS

GitHub.com



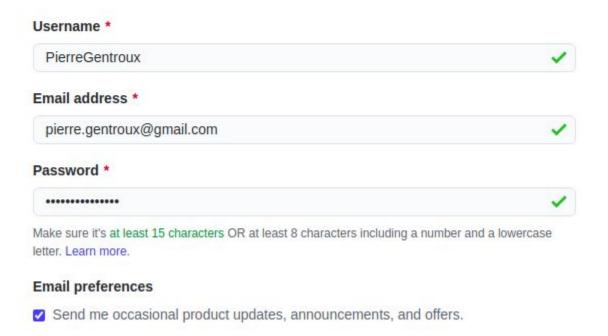
#### Try GitHub Enterprise

Use GitHub on-premises with your own servers or in a private cloud with <u>GitHub Enterprise</u>. Improve your developer efficiency with flexible deployment options, centralized permissions, hundreds of integrations, technical support, and more.

Contact Sales

#### Join GitHub

## Create your account



-	PierreGentroux Personal settings
Profile	
Accour	nt
Accour	nt security
Securit	ty log
Securit	ty & analysis
Emails	
Notifica	ations
Billing	
SSH a	nd GPG keys
Blocke	d users
Repos	itories
Organi	zations
Saved	replies
Applica	ations

#### Organizations

New organization

You are not a member of any organizations.

#### Transform account

Turn PierreGentroux into an organization

## Pick a plan for your team

#### Free

The basics of GitHub for every team

- on Unlimited public/private repositories
- on Unlimited collaborators
- 2,000 Actions minutes/month Free for public repositories
- 500MB of GitHub Packages
- Community Support

\$0

Join for free

#### **Team**

Advanced collaboration and support for teams

- Everything in Free
- Required reviewers
- 3,000 Actions minutes/month Free for public repositories
- 2GB of GitHub Packages
- Code owners

\$4 per user/month

Continue with Team

#### **Enterprise**

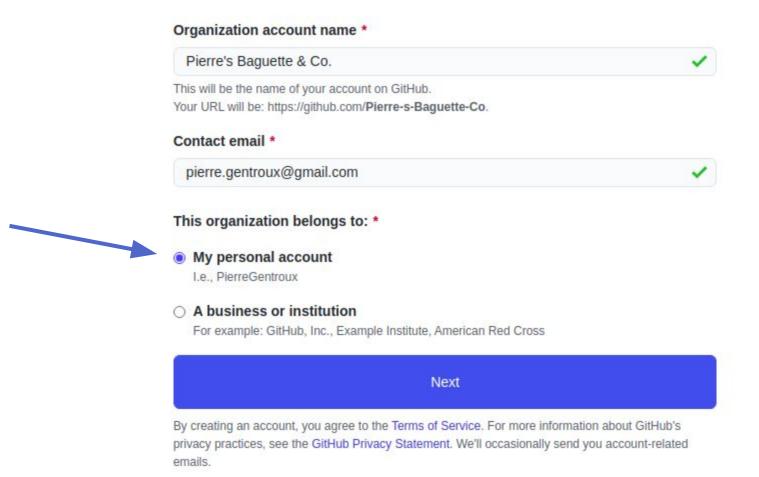
Security, compliance, and flexible deployment for enterprises

- Everything in Team
- SAML single sign-on
- 50,000 Actions minutes/month Free for public repositories
- 50GB of GitHub Packages
- Advanced auditing

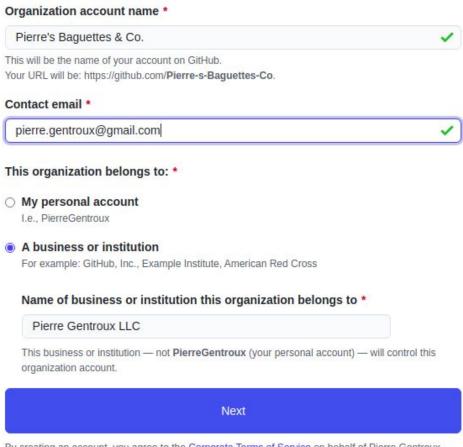
\$21 per user/month

Start Enterprise trial

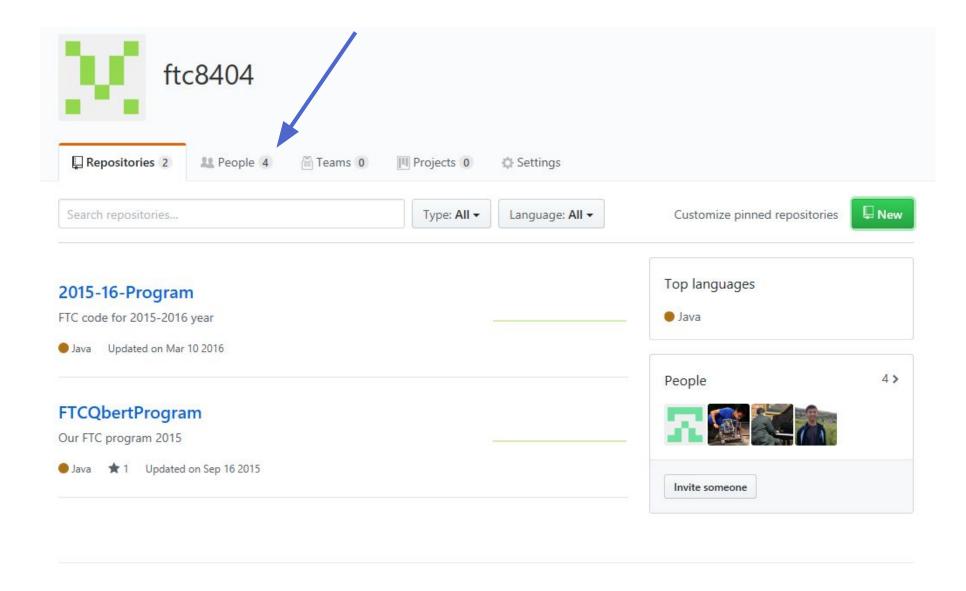
## Set up your team

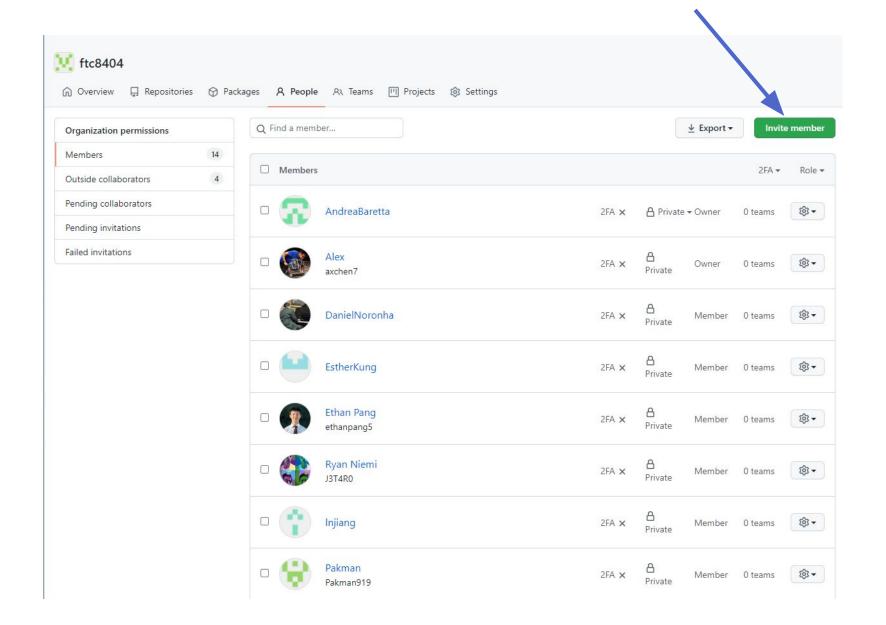


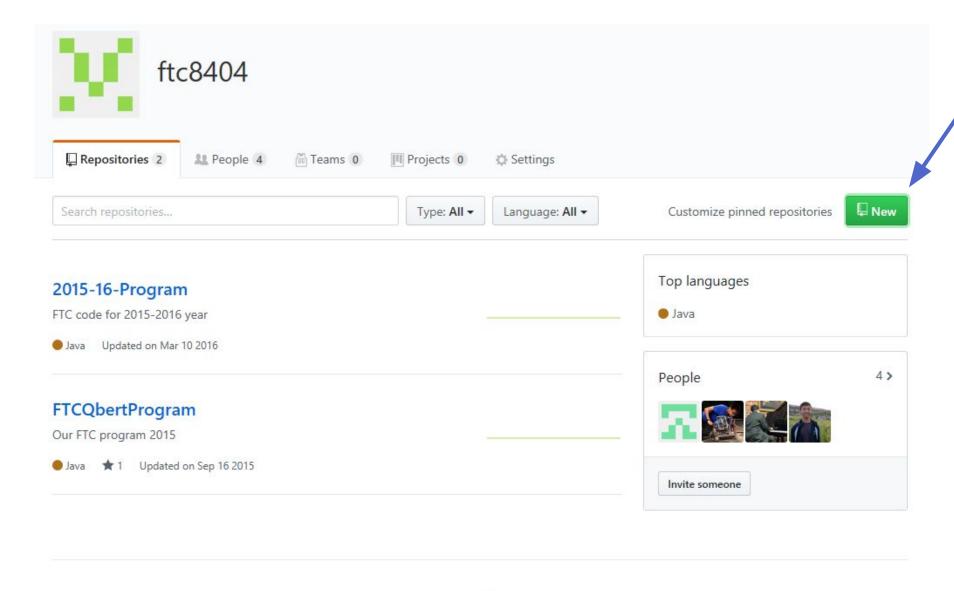
### Set up your team



By creating an account, you agree to the Corporate Terms of Service on behalf of Pierre Gentroux LLC. For more information about GitHub's privacy practices, see the GitHub Privacy Statement. We'll occasionally send you account-related emails.

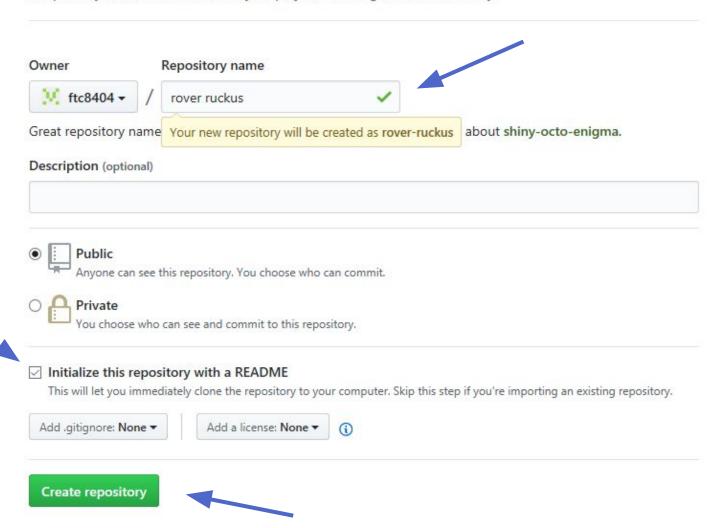


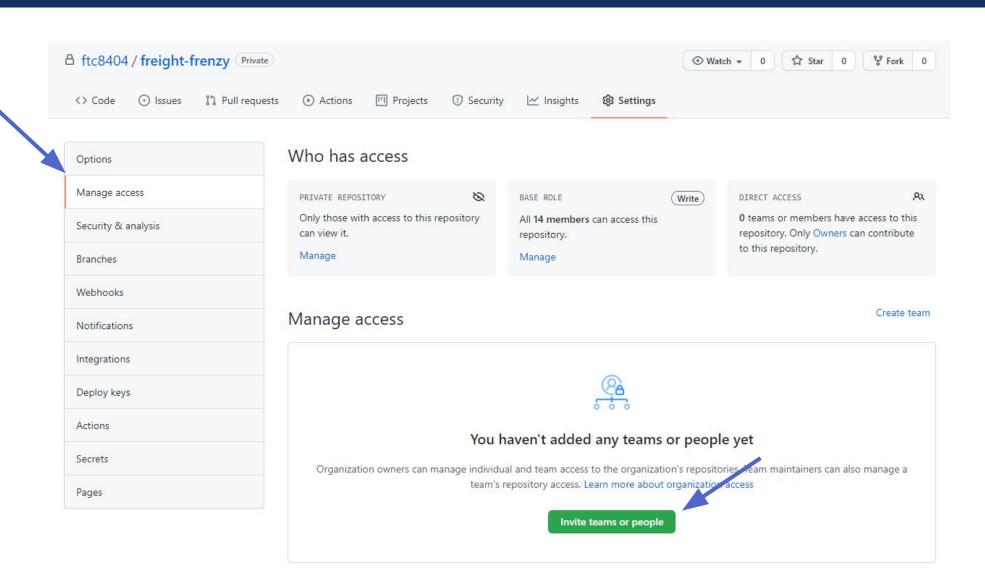


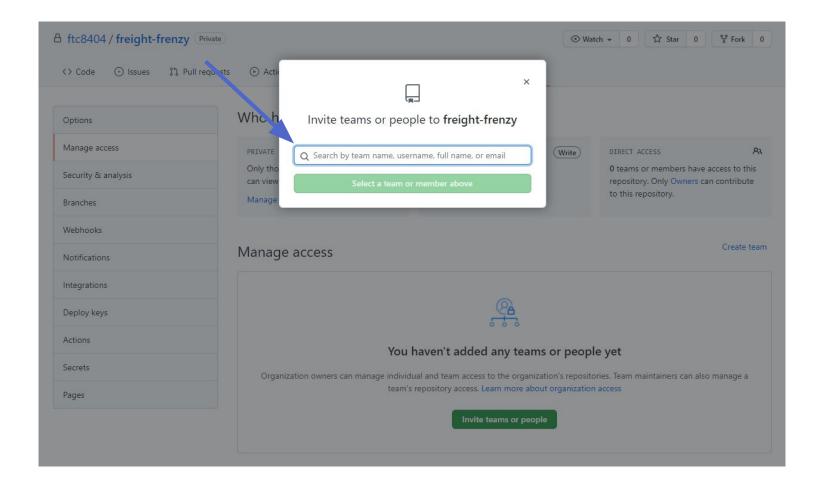


#### Create a new repository

A repository contains all the files for your project, including the revision history.







GREIS easy to learn and has a tiny tootprint with lightning last performance. It outclasses SCM tools like Subversion, CVS, Perforce, and ClearCase with features like cheap local branching, convenient staging areas, and multiple workflows.





Learn Git in your browser for free with Try Git.



#### About

The advantages of Git compared to other source control systems.



#### Documentation

Command reference pages, Pro Git book content, videos and other material.



#### Downloads

GUI clients and binary releases for all major platforms.



#### Community

Get involved! Bug reporting, mailing list, chat, development and more.



Pro Git by Scott Chacon and Ben Straub is available to read online for free. Dead tree versions are available on Amazon.com.











Companies & Projects Using Git

## **INSTALLING GIT**

git-scm.com



Git is a free and open source distributed version control system designed to handle everything from small to very large projects with speed and efficiency.

Git is easy to learn and has a tiny footprint with lightning fast performance. It outclasses SCM tools like Subversion, CVS, Perforce, and ClearCase with features like cheap local branching, convenient staging areas, and multiple workflows.



Learn Git in your browser for free with Try Git.

Q Search entire site...





#### About

The advantages of Git compared to other source control systems.



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Source Code

#### Companies & Projects Using Git





























#### tation

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ug reporting, at, development

for free. Dead



Source Code

Windows GUIs Tarballs

Mac Build



Q Search entire site...

About

Documentation

Blog

#### **Downloads**

GUI Clients Logos

#### Community

The entire **Pro Git book** written by Scott Chacon and Ben Straub is available to read online for free. Dead tree versions are available on Amazon.com.

#### Downloading Git



#### Your download is starting...

You are downloading the latest (2.14.1) 64-bit version of Git for Windows. This is the most recent maintained build. It was released 24 days ago, on 2017-08-10.

If your download hasn't started, click here to download manually.

#### Other Git for Windows downloads

Git for Windows Setup
32-bit Git for Windows Setup.

64-bit Git for Windows Setup.

Git for Windows Portable ("thumbdrive edition") 32-bit Git for Windows Portable.

64-bit Git for Windows Portable.

The current source code release is version 2.14.1. If you want the newer version, you can build it from the source code.

#### Now What?

Now that you have downloaded Git, it's time to start using it.



#### Read the Book

Dive into the Pro Git book and learn at your own pace.



#### Download a GUI

Several free and commercial GUI tools are available for the



#### Get Involved

A knowledgeable Git community is available to answer your

#### Information

Please read the following important information before continuing.



When you are ready to continue with Setup, click Next.

#### **GNU General Public License**

Version 2, June 1991

Copyright (C) 1989, 1991 Free Software Foundation, Inc. 59 Temple Place - Suite 330, Boston, MA 02111-1307, USA

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

#### Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public License is intended to quarantee your freedom to share and change

is://git-for-windows.github.io/ -



Cancel

## Run the Installer

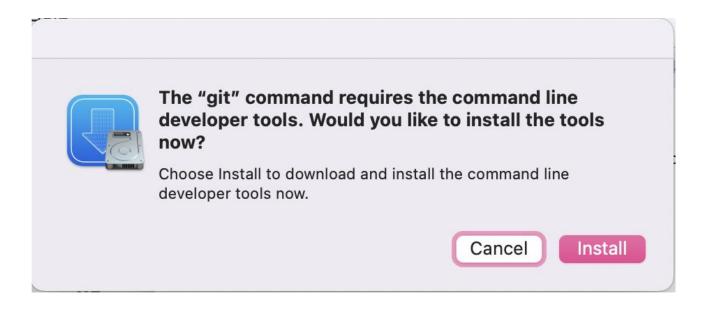
 Leave All Settings to Defaults

#### Mac Users:

### Open Terminal and use command:

git --help

#### You Should See:



## For MAC & Linux Users

#### Linux Users:

### Open Terminal and use command:

```
$ sudo apt-get install git
```

#### You Should See:

```
tp@linux:~$ sudo apt-get install git
[sudo] password for tp:
Reading package lists... Done
Building dependency tree
```

## For MAC & Linux Users

Events



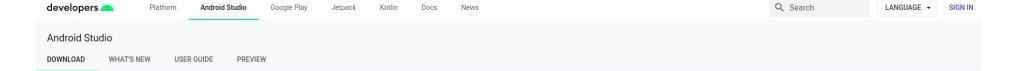
Home / Students / Student Developer Pack

### Learn to ship software like a pro.

There's no substitute for hands-on experience, but for most students, real world tools can be cost prohibitive. That's why we created the GitHub Student Developer Pack with some of our partners and friends: to give students free access to the best developer tools in one place so they can learn by doing.



# SIDE NOTE: GITHUB STUDENT PACK





Android Studio provides the fastest tools for building apps on every type of Android device.

DOWNLOAD ANDROID STUDIO

4.0.1 for Linux 64-bit (865 MB)

DOWNLOAD OPTIONS RELEASE NOTES

## DOWNLOAD ANDROID STUDIO

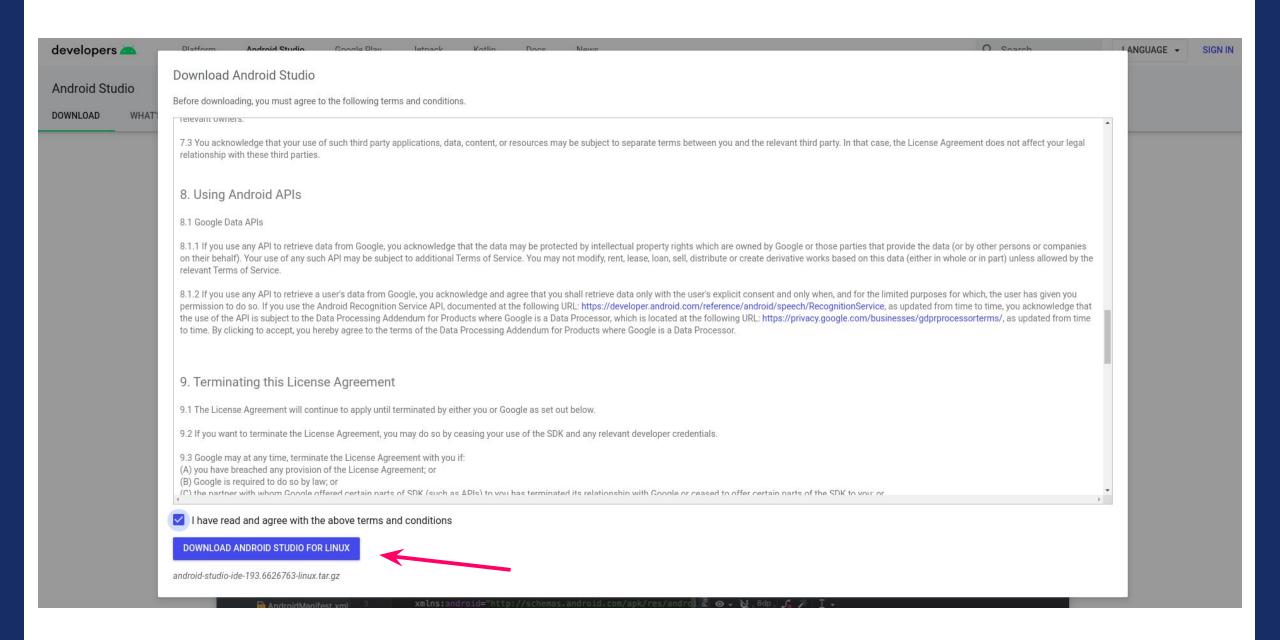
developer.android.com/studio

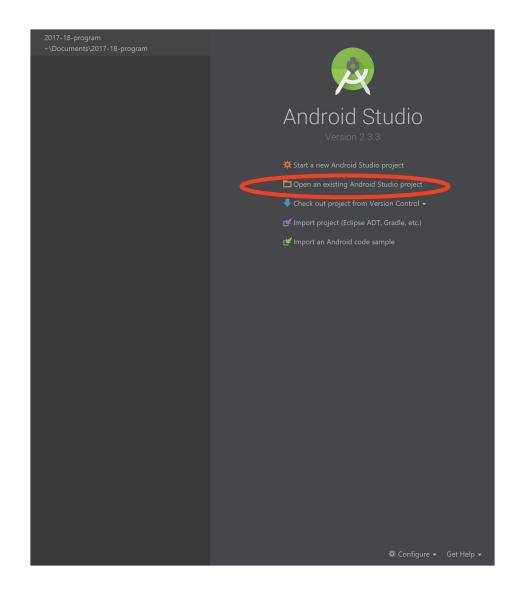
developers 🗻 Q Search LANGUAGE -Platform Android Studio Google Play Jetpack Kotlin Docs News SIGN IN Android Studio **PREVIEW** DOWNLOAD WHAT'S NEW USER GUIDE



Android Studio provides the fastest tools for building apps on every type of Android device.



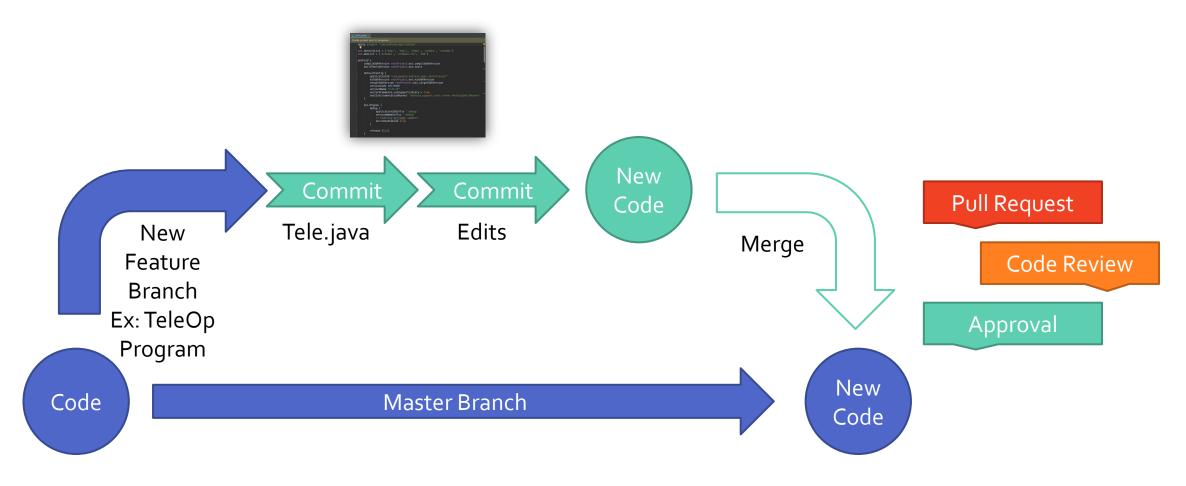




## THE WORKFLOW

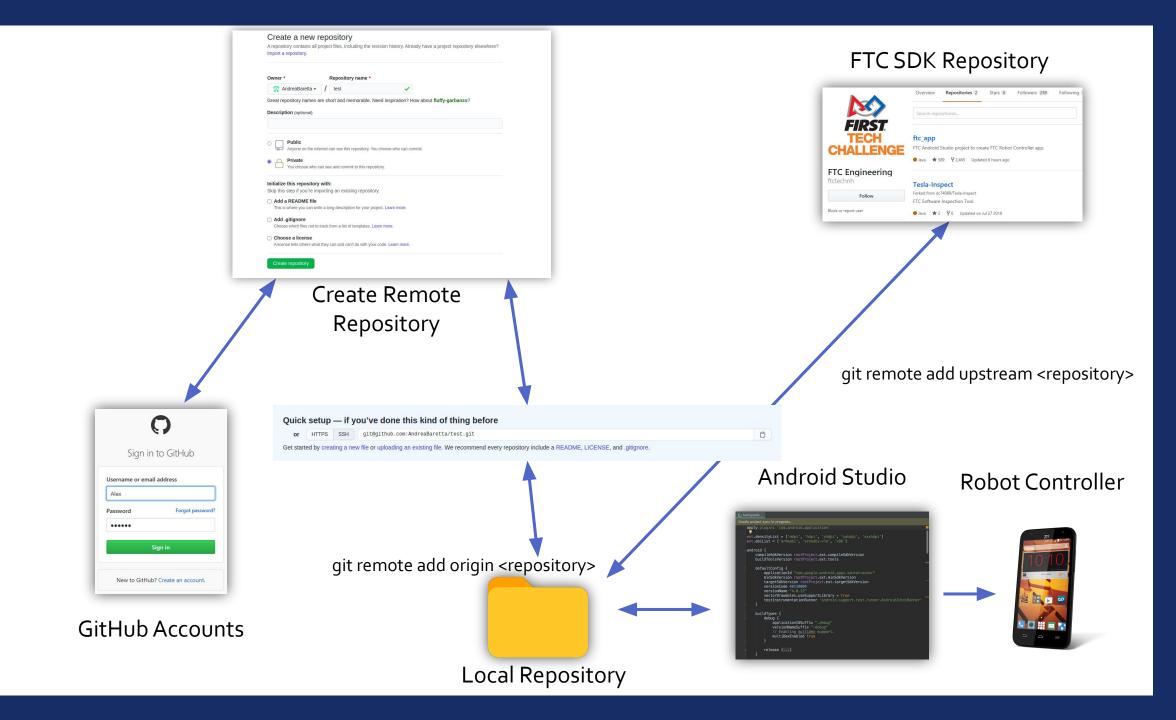
Branches, Commits, Pull Requests, and SDK Updates

## The Process

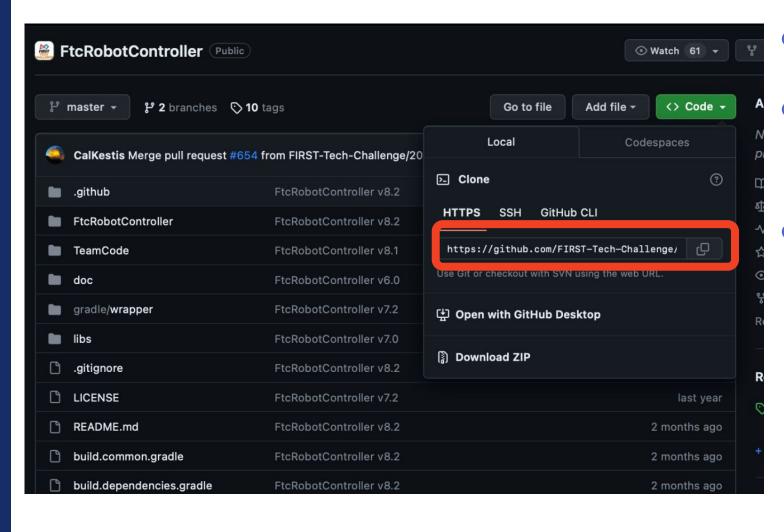


# Set Up FTC Robot Controller

Create new repo, Clone, pushing remote, Organization, Debug



### Clone robot controller



- Copy link
- open command window (Terminal)
- Use commandgit clone <link>

## Create pushing remote

## Basic command is "git remote add"

```
git remote [-v | --verbose]
git remote add [-t <branch>] [-m <master>] [-f] [--[no-]tags] [--mirror=
(fetch push)] <name> <URL>
git remote rename [--[no-]progress] <old> <new>
git remote remove <name>
git remote set-head <name> (-a | --auto | -d | --delete | <branch>)
git remote set-branches [--add] <name> <branch>...
git remote get-url [--push] [--all] <name>
git remote set-url [--push] <name> <newurl> [<oldurl>]
git remote set-url --add [--push] <name> <newurl>
git remote set-url --delete [--push] <name> <URL>
git remote [-v | --verbose] show [-n] <name>...
git remote prune [-n | --dry-run] <name>...
git remote [-v | --verbose] update [-p | --prune] [(<group> | <remote>)...]
```

## **Code Organization**

Why comment on your code?

- MAINTENANCE of the project
- Others will understand your code quicker
- Increase readability

## **Code Organization**

#### Each method should be

- Modularized
- Less than one screen(preferably)
- Name variables reasonably
  - I, J, K's stay in the for loop

## **Code Organization**

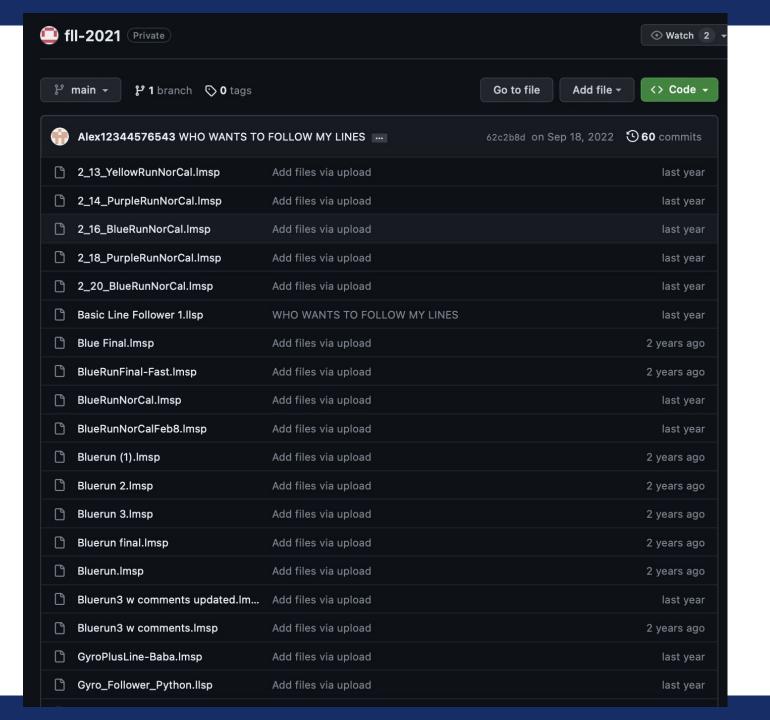
#### Comments should...

- NOT explain what the code is doing
- Explain the REASONING behind the code
- Explain HOW the variables/methods are used

```
// nw: northwest node
// ne: northeast node
// sw: southwest node
// se: southeast node
// nn: north auxiliary node
// ee: east auxiliary node
// ss: south auxiliary node
// ww: west auxiliary node
// cc: central auxiliary node
#[derive(Eq, Derivative, Clone)]
#[derivative(PartialEq, Hash)]
pub struct Node {
    nw: NodePointer,
    ne: NodePointer,
    sw: NodePointer,
    se: NodePointer,
    nn: NodePointer,
    ee: NodePointer.
    ss: NodePointer,
    ww: NodePointer,
    cc: NodePointer,
    depth: usize,
    area: usize,
```

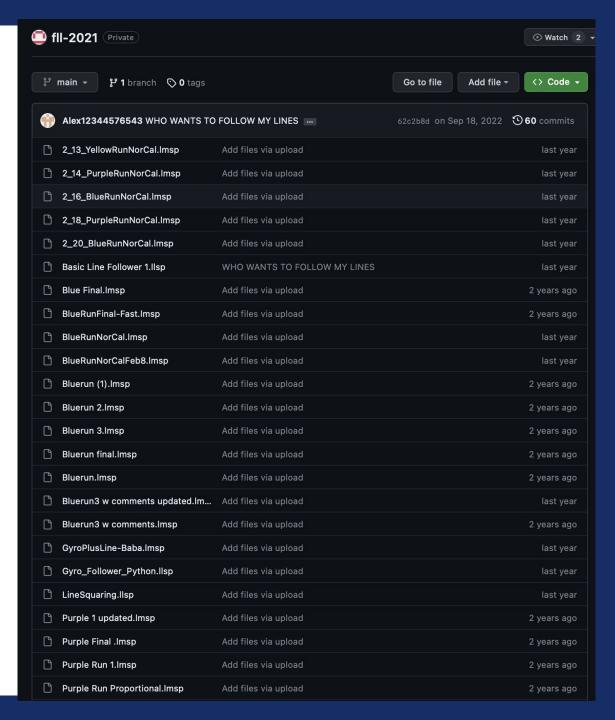
## Code Organization (FTC Specific)

- Opmode should be short and concise
  - Easier to debug
  - Only call other methods
- Separate hardware declaration with opmode
  - Increases readability of the code
  - Shortens the length
- Main Algorithms deserve a folder Mostly very long complicated



## Bad Example

- Relying on only one branch
- Non-organized codebase
- Repetitive files
- Updates got lost



```
JSONArray configAnchors = new JSONArray();
JSONArray configSegments = new JSONArray();
JSONArray configCurves = new JSONArray();
int t = 0;
for (Curve curve : curves) {
   int n = curve.xVals.size();
   if (curve == curves.get(curves.size() - 1)) n--;
   if (isV2) {
        curve.constraints.forEach(constraint -> {
            if (constraint instanceof AnchorPoint) {
               if (constraint == curve.getAnchor1() || curve == curves.get(curves.size() - 1)) {
                    configAnchors.add(anchorPointToJSON((AnchorPoint) constraint));
            } else if (constraint instanceof SegmentPoint) {
               configSegments.add(segmentPointToJSON((SegmentPoint) constraint, c));
       });
        configCurves.add(curveToJSON(curve));
   } else {
        curve.xVals.forEach(e -> xVals.add(Math.round(e * 10000.0) / 10000.0));
        curve.yVals.forEach(e -> yVals.add(Math.round(e * 10000.0) / 10000.0));
        curve.headings.forEach(e -> headings.add(Math.round(e * 10000.0) / 10000.0));
        curve.velocities.forEach(e -> velocities.add(Math.round(e * 10000.0) / 10000.0));
        for (ConstraintPoint constraint : curve.constraints) {
            if (constraint == curve.getAnchor2() && curve != curves.get(curves.size() - 1)) {
                continue;
            int t2 = (int) Math.round(constraint.getTFromAnchor(curve) * n) + t;
            for (int action : constraint.getActions()) {
               JSONArray curActions = new JSONArray();
               curActions.add(t2);
                curActions.add(action);
                actions.add(curActions);
```

## Bad Example

- No comments
  - Low maintenance
  - Hard to debug
- Hard to understand
- And most importantly,
  - Light mode

```
JSONArray configAnchors = new JSONArray();
140
141
                    JSONArray configSegments = new JSONArray();
                    JSONArray configCurves = new JSONArray();
                    int t = 0;
144
145
                    for (Curve curve : curves) {
                        int n = curve.xVals.size();
146
                        if (curve == curves.get(curves.size() - 1)) n--;
147
148
                        if (isV2) {
                            curve.constraints.forEach(constraint -> {
151
                                if (constraint instanceof AnchorPoint) {
                                    if (constraint == curve.getAnchor1() || curve == curves.get(curves.size() - 1)) {
152
                                        configAnchors.add(anchorPointToJSON((AnchorPoint) constraint));
154
155
                                } else if (constraint instanceof SegmentPoint) {
                                    configSegments.add(segmentPointToJSON((SegmentPoint) constraint, c));
156
157
158
                            });
159
                            configCurves.add(curveToJSON(curve));
161
                        } else {
162
                            curve.xVals.forEach(e -> xVals.add(Math.round(e * 10000.0) / 10000.0));
                            curve.yVals.forEach(e -> yVals.add(Math.round(e * 10000.0) / 10000.0));
163
                            curve.headings.forEach(e -> headings.add(Math.round(e * 10000.0) / 10000.0));
                            curve.velocities.forEach(e -> velocities.add(Math.round(e * 10000.0) / 10000.0));
                            for (ConstraintPoint constraint : curve.constraints) {
166
167
                                if (constraint == curve.getAnchor2() && curve != curves.get(curves.size() - 1)) {
168
                                    continue;
169
170
                                int t2 = (int) Math.round(constraint.getTFromAnchor(curve) * n) + t;
                                for (int action : constraint.getActions()) {
171
172
                                    JSONArray curActions = new JSONArray();
173
                                    curActions.add(t2);
                                    curActions.add(action);
                                    actions.add(curActions);
176
177
```

## How to Debug

- Separate the method into sections
- Eliminate error section by section
- Use telemetry
- Track each stage
- Use test cases
- Record the failing cases
- Increase readability of the code
  - Typo, index error, variable appearance
- Search up error code

# THE END