### Network to Code

Development Environments

# Agenda

- Introduction to DevEnvs
- Code Editors & IDEs
- Other Tools: Terminals, Git
- Windows Subsystem for Linux
- Vagrant and Virtual Machines
- Python Tooling
- Docker
- Hands-on Labs

## What is a Development Environment

A DevEnv is a collection of tools and machines on which you (the developer) work on your projects. It may contain, but not limited to:

- Code Editors and IDEs (Integrated Development Environments)
- One or more programming languages and their tooling (interpreters, compilers)
  - Third party libraries for these languages
- Hardware your PC, network devices
  - Often in virtual format as well VMs of various platforms
- Supporting software and services
  - Centralized code repositories
  - "Source of Truth" for input data (more commonly known as databases)
- Workflows, Standards, Processes



### Code Editors & IDEs

#### These (opinionated) tools are your bread-and-butter

- A lot of choice, both free and paid software
- Beginners: start with popular options, expand as you gain knowledge
  - Watch how others work, you can always learn new things
- VSCode, SublimeText3, PyCharm, Atom, VIM
  - Research plugins and configuration
  - Learn shortcuts!

### Other Tools: Git

#### Git is a distributed version-control system.

- It's massively popular, thanks to wide adoption through Internet based centralized platforms like **GitHub** and **GitLab**.
- But there are others: CVS, Mercurial, Subversion, Bazaar (Open source)
- CLI-driven so learn the CLI! Later on, add GUI tools for complex projects.
- Get comfy with git commands very extensible and configurable. (Shell) aliases are your best friends.
  - alias gc='git commit'
  - alias gs='git status --short'

### Other Tools: Terminals

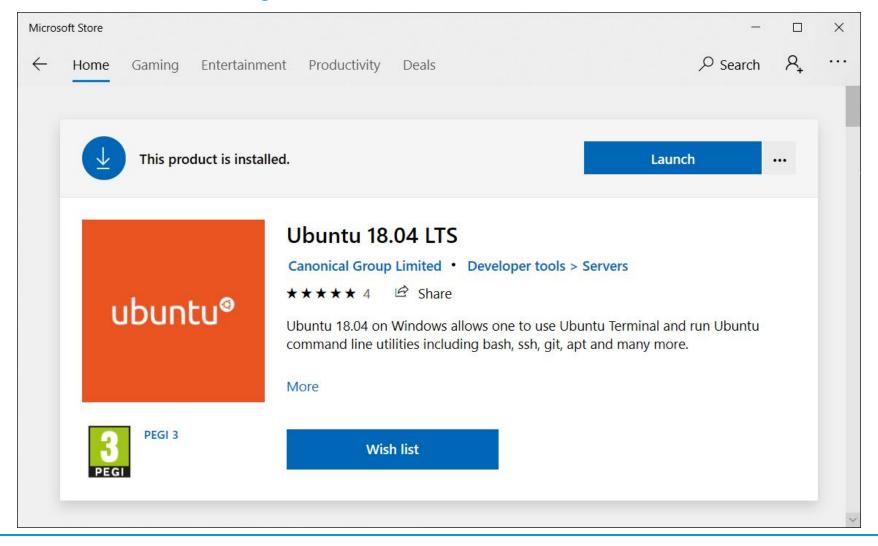
```
⚠ Ubuntu-18.04
                           ⚠ Ubuntu-18.04
                                                 × Windows PowerShell
       U1804 ~/demo (master=) python3
                                                                                    sirbu U1804 ~
Python 3.6.9 (default, Jul 17 2020, 12:50:27)
[GCC 8.4.0] on linux
Type "help", "copyright", "credits" or "license" for more information.
 msirbu U1804 ~/demo (master=)
 msirbu U1804 ~/demo (master=)
 msirbu U1804 ~/demo (master=)
```

## Windows Subsystem for Linux

#### Git is a distributed version-control system.

- "The Windows Subsystem for Linux lets developers run a GNU/Linux environment -- including most command-line tools, utilities, and applications -- directly on Windows, unmodified, without the overhead of a traditional virtual machine or dualboot setup."
- WSL1 from Windows 10 version 1709 (should be everywhere)
- WSL2 from Windows 10 version 1903 Build 18362.1049+, 1909 and 2004+
  - Ships a Linux kernel, makes performance improvements
  - You can run Docker more "natively"!
- Instructions: <a href="https://docs.microsoft.com/en-us/windows/wsl/install-win10">https://docs.microsoft.com/en-us/windows/wsl/install-win10</a>

## Windows Subsystem for Linux



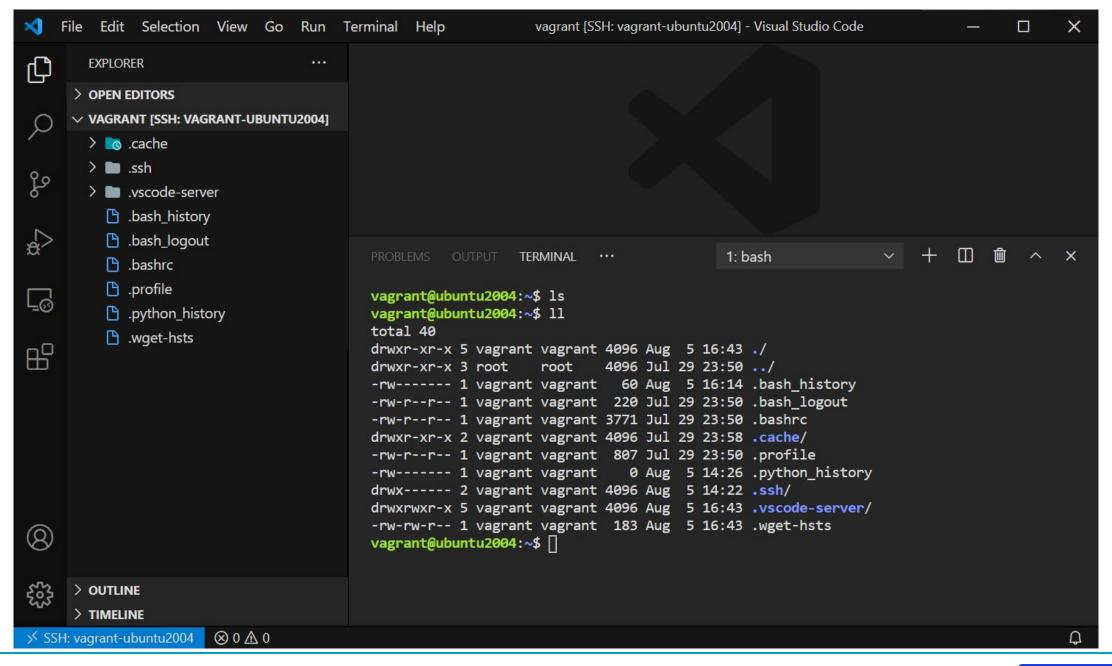
# DEMO TIME!

(VSCode, WSL)

## Vagrant and Virtual Machines

Vagrant is an opensource tool for building and maintaining portable virtual software development environments.

- Made by HashiCorp (they make great tools!) <a href="https://www.vagrantup.com/">https://www.vagrantup.com/</a>
- Works with VirtualBox, Hyper-V, KVM, VMWare
- Many "boxes" publicly available <a href="https://app.vagrantup.com/boxes/search">https://app.vagrantup.com/boxes/search</a>
- There can (*usually*) be only one hypervisor!
  - On Win10 Hyper-V is used for WSL
  - VMWare 15.5.5+ allegedly co-exists with Hyper-V by using its APIs



# DEMO TIME!

(VSCode, Vagrant)

# Python Tooling

Python has a rich ecosystem of tools for development, testing, packaging, and distribution.

- Virtual Environments start with the basics "python3 -m venv"
  - Other tools: virtualenv (the original), pipenv, poetry, tox, virtualenvwrapper
- Be careful where you install Python packages
  - Operating system level
  - User level
  - VirtualEnv

# Developer Tooling

#### GNU Make is a build automation tool on Unix & Unix-like systems

- Originally designed to build (compile) files from source code
- Nowadays it's also used as a layer for simple task automation
- Uses a Makefile to describe rules and targets

```
.PHONY: black pylint
black:
   black --check --diff get.py
pylint:
   pylint get.py
```

# Developer Tooling

#### Invoke is Python task execution tool & library

- It draws inspiration from make and rake (ruby)
- Defines tasks in Python by default in a tasks.py file

```
from invoke import task

@task
def black(context):
        context.run("black --check --diff get.py")

@task
def pylint(context):
        context.run("pylint get.py")
```

# DEMO TIME!

(Python VirtualEnvs, Make, Invoke)

### Docker

### Docker is a set of tools that use OS-level virtualization to package software.

- **Docker Containers** depend on Linux Kernel features for isolation and resource management (cgroups and namespaces)
  - Containers are largely synonymous today with *Linux* Containers
  - Many container orchestrators and runtimes Kubernetes, OpenShift, LXC/LXD, Rkt, Podman
- Goal today: learn the basics of using docker commands
  - Downloading and running someone else's containerized tool
  - Build your own containers with your code
  - Build your own containers with your tools

# DEMO TIME!

(Docker)

# LAB TIME!

(Your turn)