LAB 8 – RepoLeaf Classes

John Dempsey
COMP-232: Programming Languages
California State University, Channel Islands
March 12, 2025
Hard Due Date: March 19, 2025

Congratulations! You are the first class in the world to use RepoLeaf Classes! RepoLeaf Classes lets students submit and professors to grade programs.
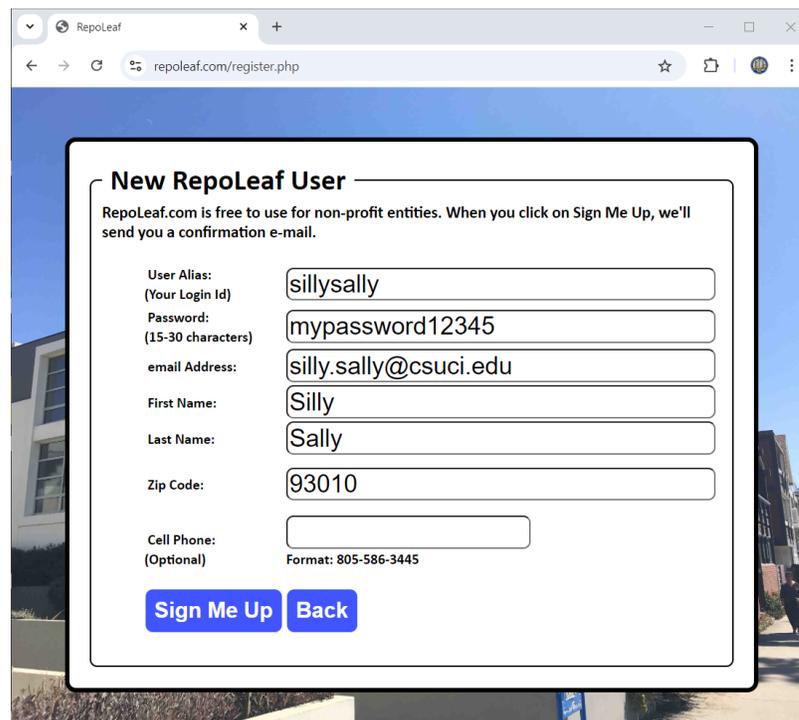
In this assignment, we will:

1. Sign up for a RepoLeaf account.
2. Write a short program.
3. Submit your program using RepoLeaf Classes.

Sign up for RepoLeaf

To sign up for RepoLeaf:

1. Visit **https://repoleaf.com**
2. Click on the **Let's Code** button.
3. Click on the **Create Account** link.
4. Click on the **Create Account** button. The **New RepoLeaf User** page is displayed.

5. Enter:

> 1. Your user alias. This is your login id into RepoLeaf and can be anything you like.
> 2. Password. Passwords need to be 15 to 30 characters long.
> 3. Your email address. To use RepoLeaf Classes, your email needs to end in .edu, so use your csuci.edu email account. Your professor can add you to their class using your RepoLeaf user alias if you don't have an email account ending in .edu.
> 4. First Name
> 5. Last Name
> 6. Zip Code of where you live.
> 7. Cell Phone. You **do not** need to provide your cell phone number.
> 8. Click on **Sign Me Up** button once form is completed.

If you used your .edu email account, you will see **New Educational Account**. Here you would confirm that you are a Student at California State University Channel Islands.
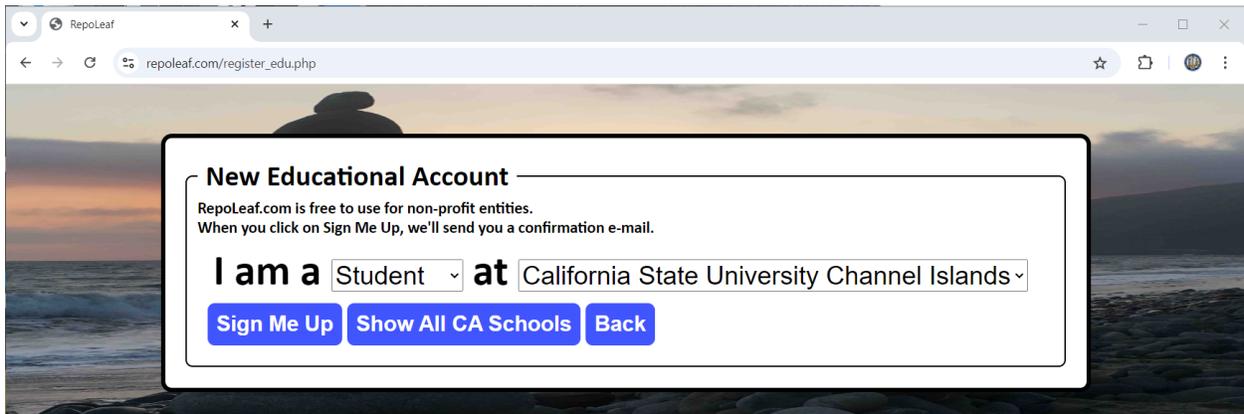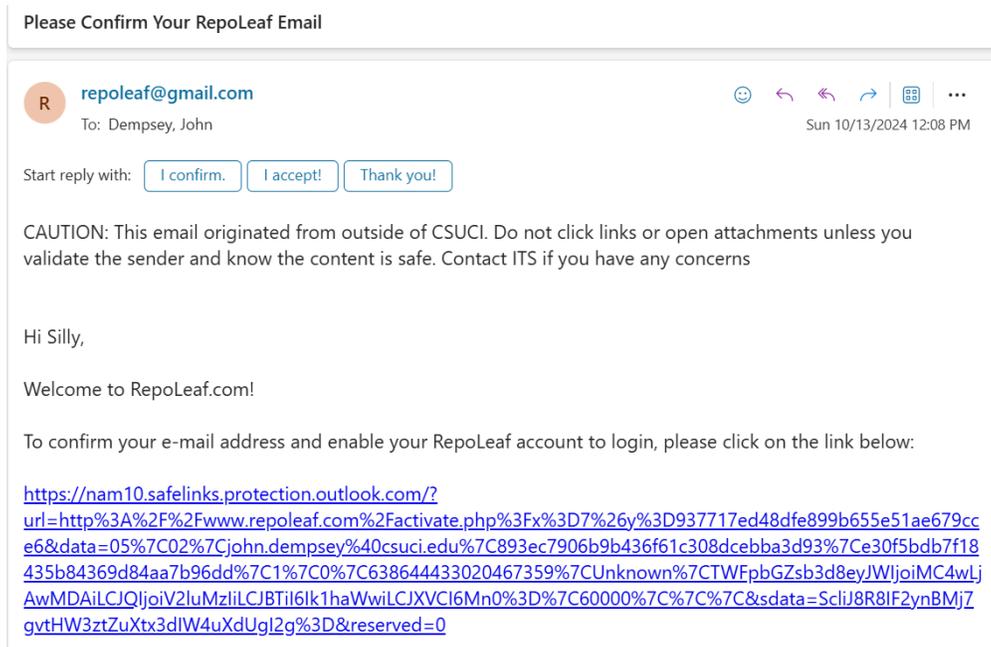

Based on your zip code, RepoLeaf lists the schools in your area. If Channel Islands isn't listed, you can click on **Show All CA Schools** button to display all schools in California. Click on the **Sign Me Up** button.
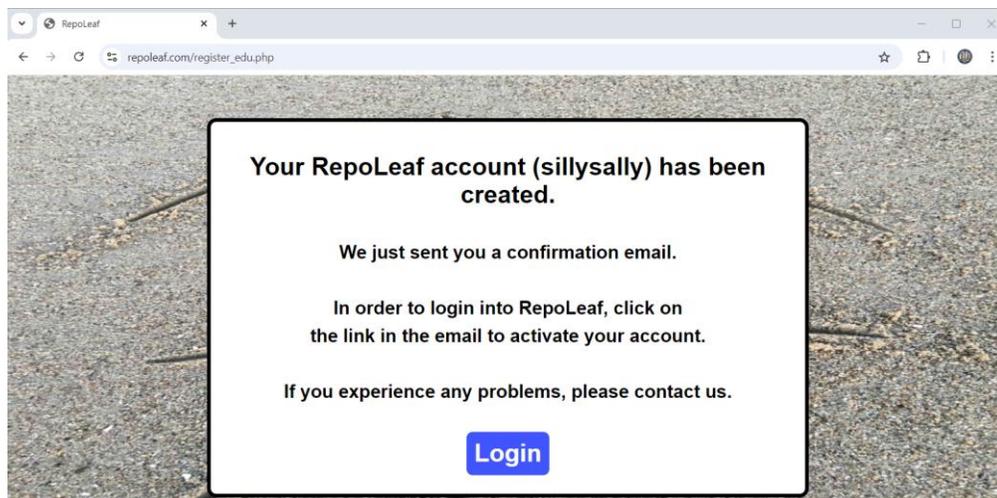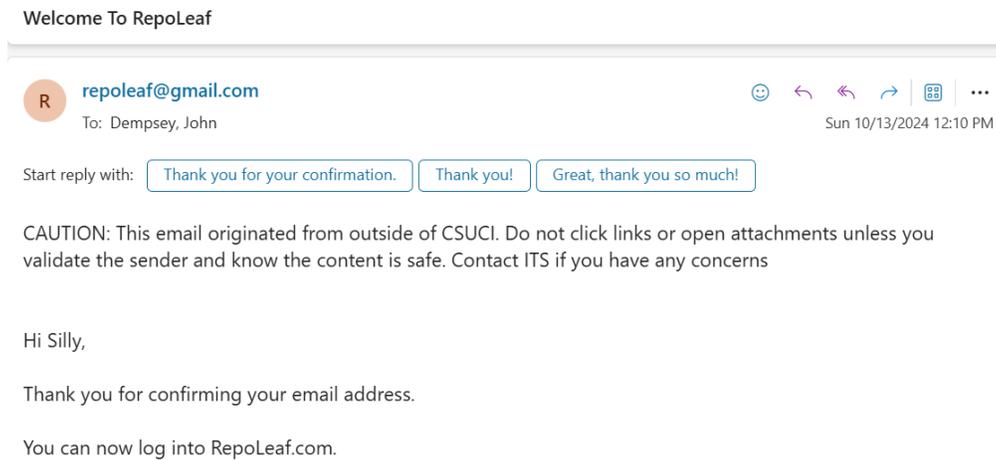
RepoLeaf will send you an email to confirm your email address is valid.

Click on the long URL link below to confirm your email address.

Please Confirm Your RepoLeaf Email

R **repoleaf@gmail.com**
To: Dempsey, John

Sun 10/13/2024 12:08 PM

Start reply with: [I confirm.] [I accept!] [Thank you!]

CAUTION: This email originated from outside of CSUCI. Do not click links or open attachments unless you validate the sender and know the content is safe. Contact ITS if you have any concerns

Hi Silly,

Welcome to RepoLeaf.com!

To confirm your e-mail address and enable your RepoLeaf account to login, please click on the link below:

https://nam10.safelinks.protection.outlook.com/?url=http%3A%2F%2Fwww.repoleaf.com%2Factivate.php%3Fx%3D7%26y%3D937717ed48dfe899b655e51ae679cce6&data=05%7C02%7Cjohn.dempsey%40csuci.edu%7C893ec7906b9b436f61c308dcebba3d93%7Ce30f5bdb7f18435b84369d84aa7b96dd%7C1%7C0%7C638644433020467359%7CUnknown%7CTWFpbGZsb3d8eyJWIjoiMC4wLjAwMDAiLCJQIjoiV2luMzIiLCJBTiI6Ik1haWwiLCJXVCI6Mn0%3D%7C60000%7C%7C%7C&sdata=ScliJ8R8IF2ynBMj7gvtHW3ztZuXtx3dlW4uXdUgI2g%3D&reserved=0

After clicking the above link, RepoLeaf will email you with:

Welcome To RepoLeaf

R **repoleaf@gmail.com**
To: Dempsey, John

Sun 10/13/2024 12:10 PM

Start reply with: [Thank you for your confirmation.] [Thank you!] [Great, thank you so much!]

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Hi Silly,

Thank you for confirming your email address.

You can now log into RepoLeaf.com.

You can now log into RepoLeaf using your alias and password.

Write a Short Program

We will write an easy program. The program will consist of four modules: main.c, one.c, two.c, three.c, and threeone.c. The calling structure follows:
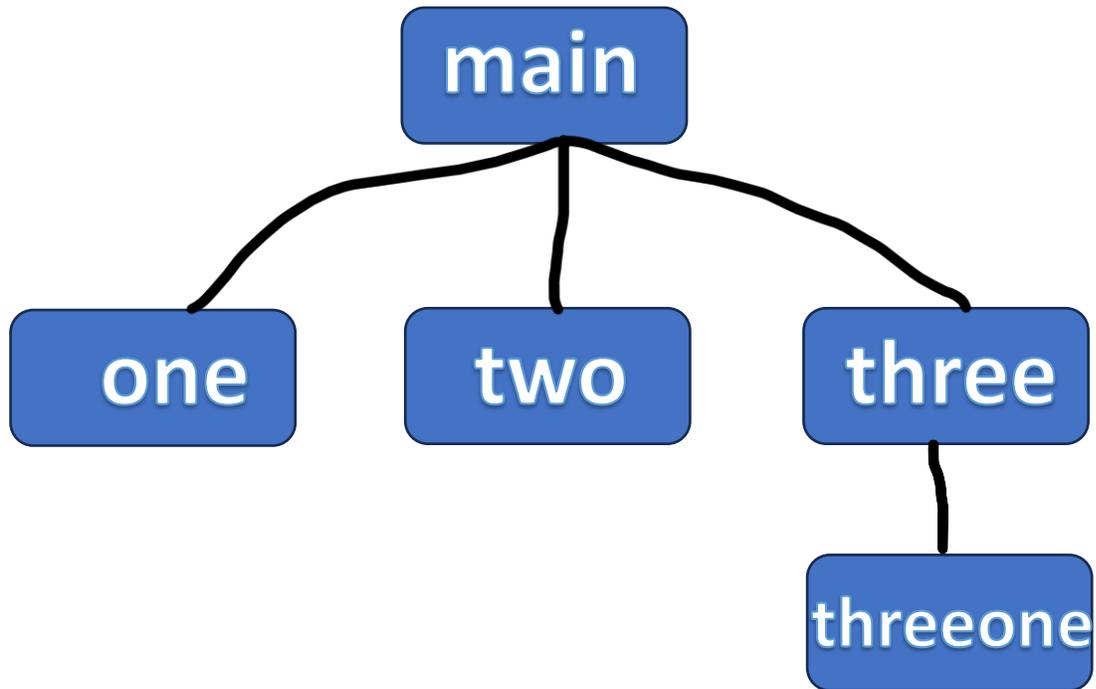
The main program will print out "Hello RepoLeaf!" and then call functions one, two, and three, where function three calls threeone, to generate the following output:

    Hello RepoLeaf!
    one
    two
    three
    threeone

After logging into RepoLeaf, you will see the Projects Menu.

Click on the **Add Program** button.

For Program Name, enter: **Testing RepoLeaf Classes**

For Program Root Filename, you can enter: **testrepoleaf**

For Program Language, you would enter: **c**

Viewpath Alias should be left blank.

Click on the **Save New Program** button.

Next click on **Testing RepoLeaf Classes (testrepoleaf)** button in the Projects Menu.

Type in your main.c program to print "Hello RepoLeaf!" and call functions one, two, and three. (The contents of main.c can be seen below.) You'll need to define prototypes, like: void one();, in main.c.

Click the **Save Changes/Compile** to save your changes to main.c.

Click the **Back** button.

Next click on the **New Function** button to add one.c. Filename is one. Function Name can be one. Description can be "This is one." Write code for the one() function which prints "one".

When done, click **Save Changes** button.

Repeat for functions two.c, three.c, and threeone.c.

Next to define the calling structure, click on the bottom-right **Calls** button when displaying main.c. (There are actually two Calls buttons displayed.)
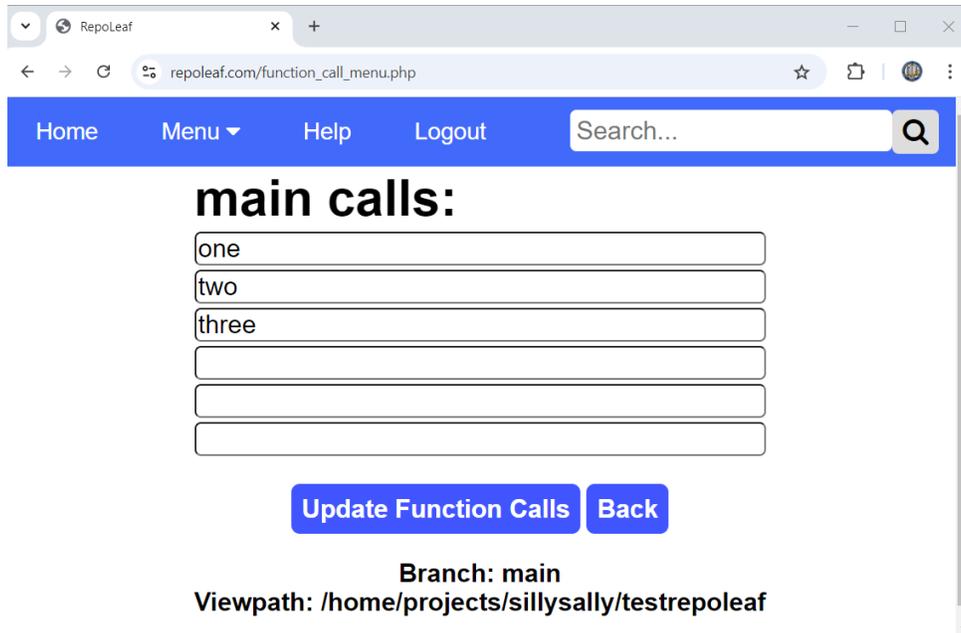
Enter one, two, and three. Click on the **Update Function Calls** button.

Click on the **three (three.c)** button on the left-hand side to display three function.

Click on the bottom-right **Calls** button to add:
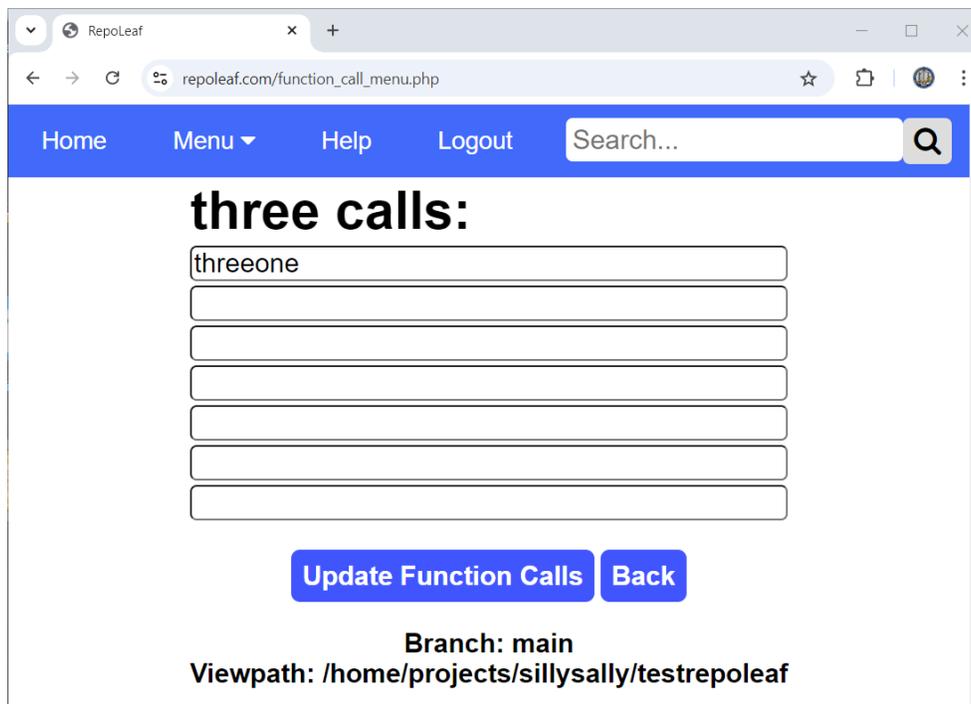
To view the calling structure of your program, click on the top-left **Calls** button to display the calling structure, as seen below.

We're now ready to compile your program.

Click on **Save Changes/Compile** button.

Click on **Compile** button.

Fix any errors. If there are no errors, click on **Runo**. Runo says Run No Parameters.

If everything goes well, Runo will display the output we expect, as seen below.
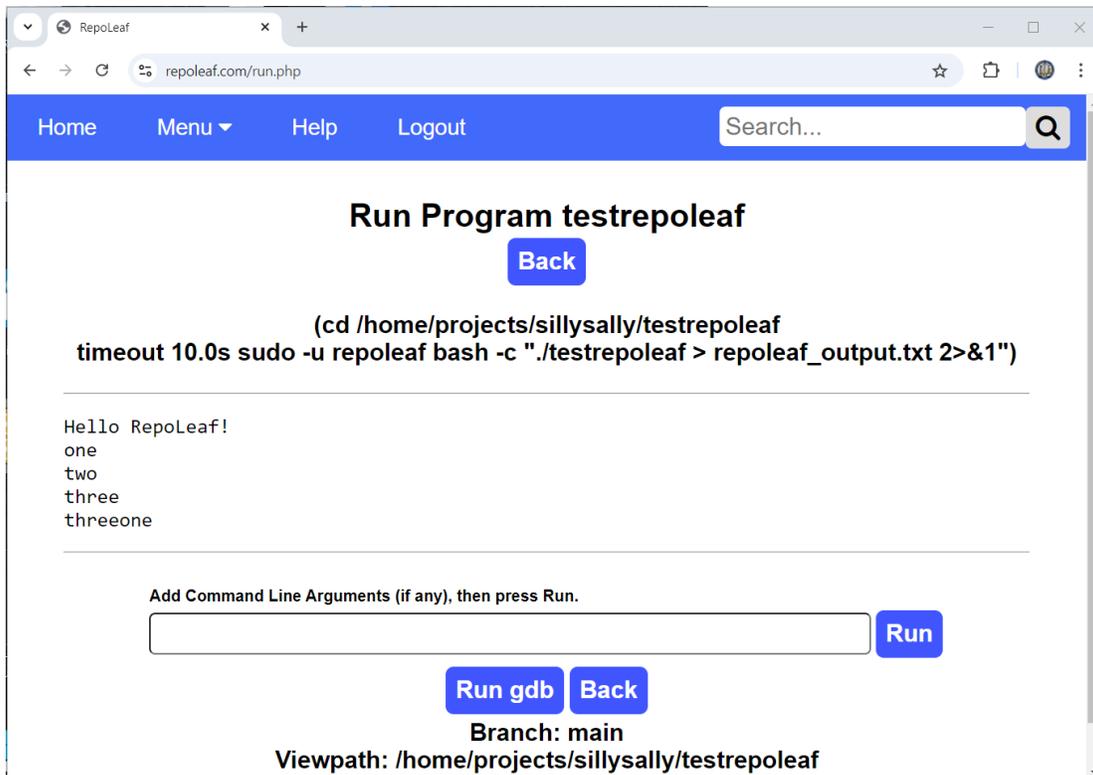
The above program is the minimum to receive full credit.

Feel free to add more modules or try out the following features:

Action – Adds/edits meeting minutes and action items to work on.

Desc – Write a description of the function currently displayed. Used by Reports.

I/O – Define the inputs/outputs for every function.

CR – Keep track of change requests.

CM – Configuration Management using git and github.com.

Test – Run one or more test cases. Compare actual with expected results.

Doc – Generate and print customized HTML reports.

Set – Configure your RepoLeaf environment, e.g., compilers and switch to dark mode.

Import – Copy existing program files into RepoLeaf.

To Do – Keep track of your personal "to do" list.

Submit your program using RepoLeaf Classes

Now that we have completed the assignment, it's time to turn in your work using RepoLeaf Classes.

You can click on the **Home** button or **Back** buttons to reach the Projects Menu.

Here you can click on the **Classes** button.
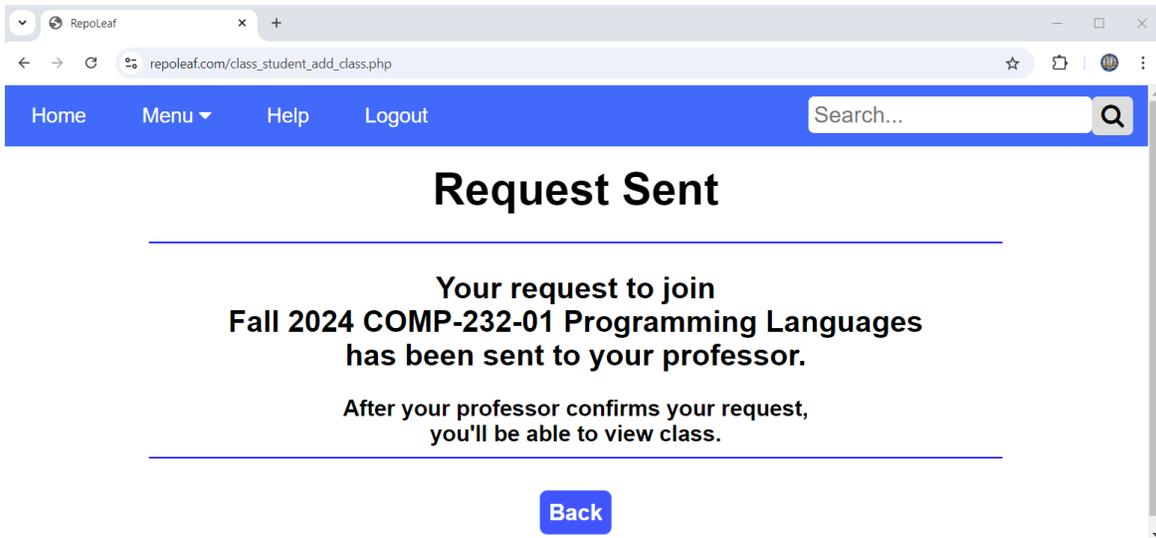
Click on the **Add Class** button.
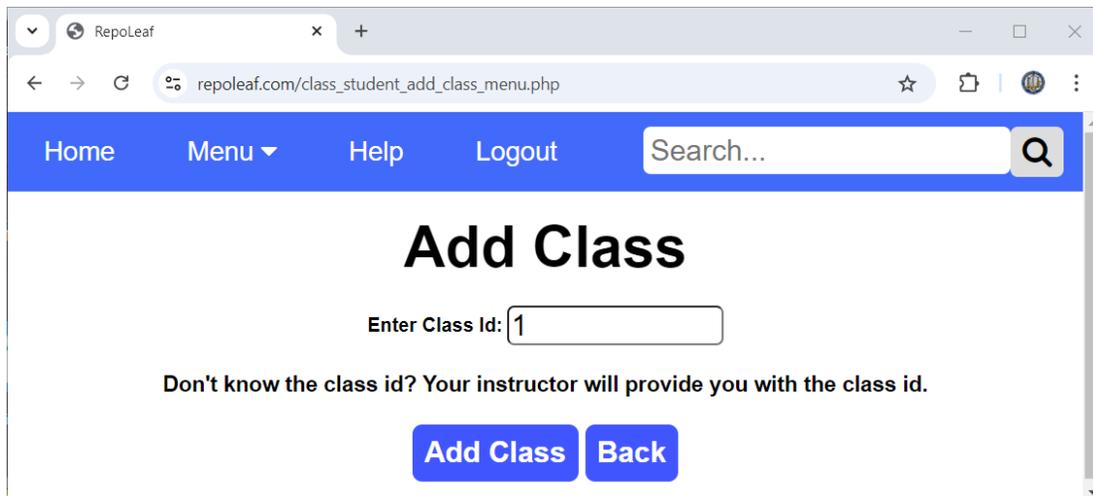
Being we are the very first class ever to use RepoLeaf Classes, your Class Id is the number 1. Enter number 1 for Class Id and then click on the **Add Class** button. You can use Class Id 2 for testing RepoLeaf Classes.

RepoLeaf will ask that you confirm the class displayed is the class you want to be added to.
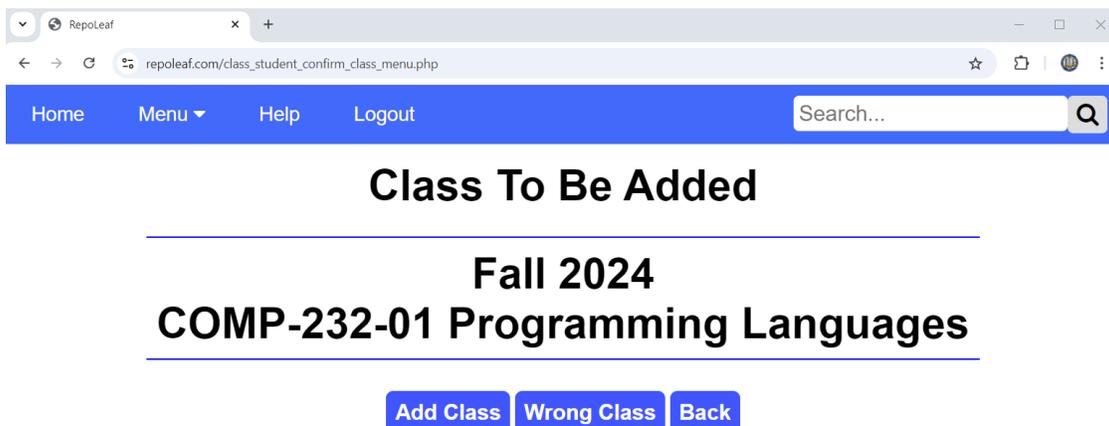
To confirm, click on the **Add Class** button.

Your request to join the class has been sent and is now awaiting your professor's approval.
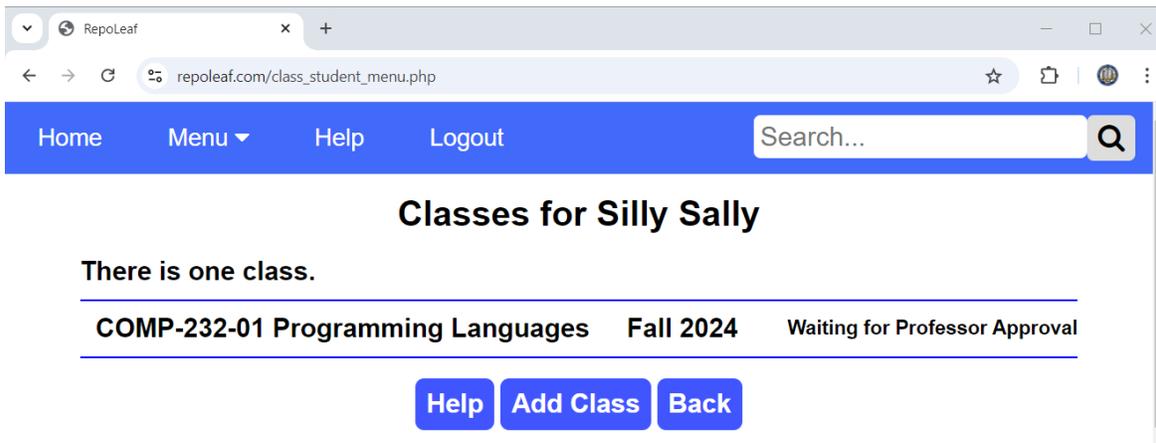
When your professor has added you to the class, you should receive an email.

Once added to the class, you can now turn in your programs.

Click on the **Classes** button in the Project Menu.

Click on the **Edit Class** button for COMP-232 class.

Ignore previous assignments and locate **LAB 8 – RepoLeaf Classes**.

Click on the **Submit Assignment** button for **LAB 8 – RepoLeaf Classes**.

For Program Root Filename, you would enter **testrepoleaf**, as seen below.

Click on the **Submit Assignment** button.
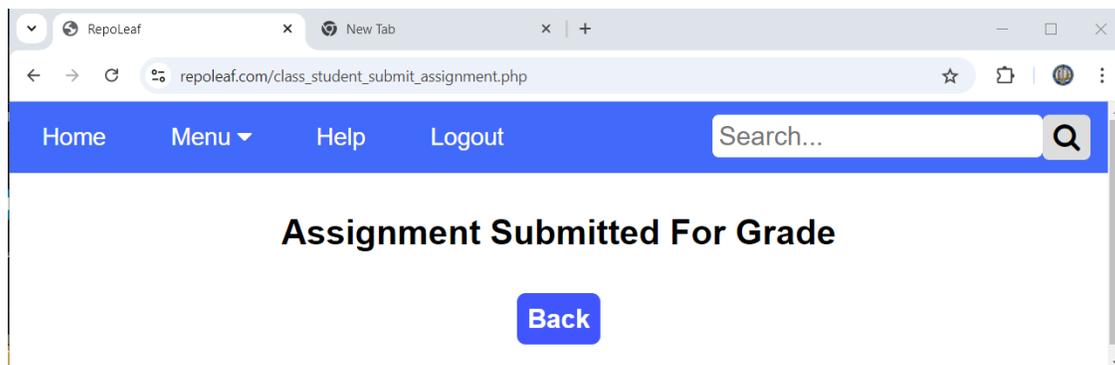
You're done! Your professor can now grade your assignment.

Your professor can now view, compile, run, grade, and provide you with any comments on your source code. Below is the teacher's view of your program.

After your professor assigns you your grade, you will receive an email. When viewing your class assignments, you can click on the **View Assignment** button to view your grade and any teacher comments for an individual assignment or click on the **View Comments** button to view your grades and teacher comments for all assignments.
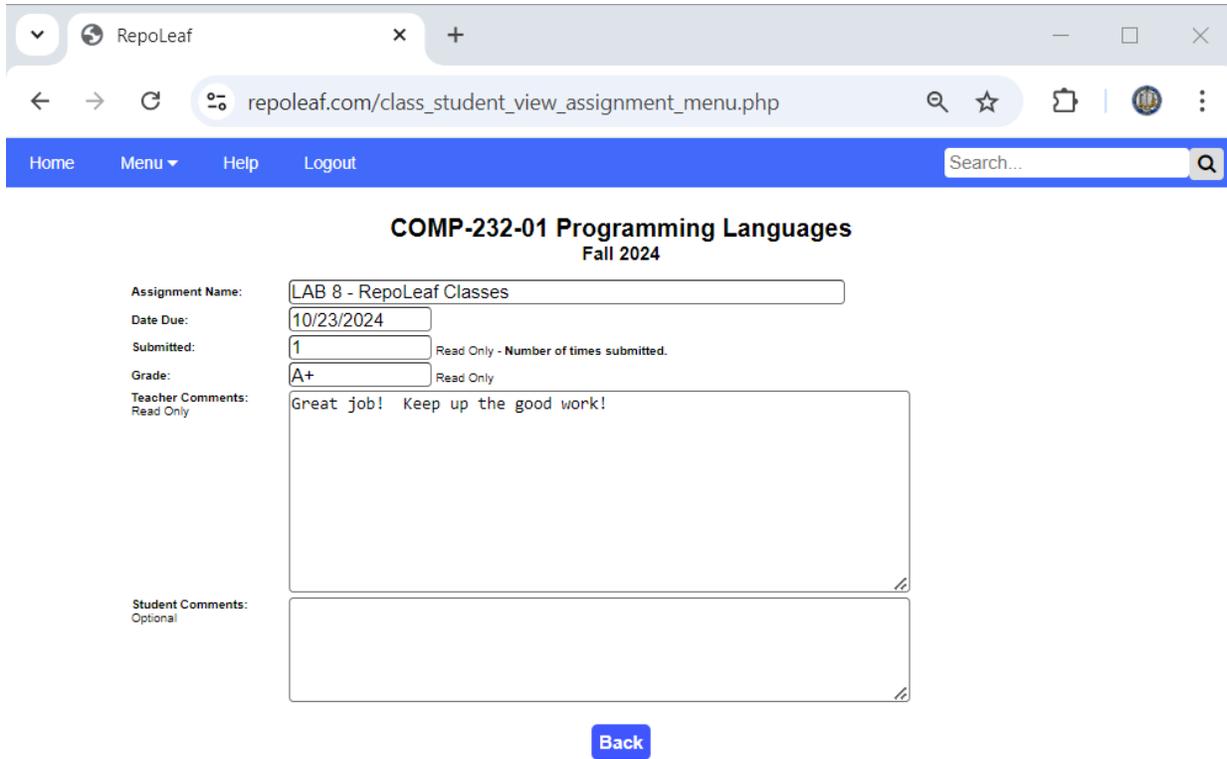
By clicking on the **View Comments** button, you can view your grade and teacher comments for all assignments.
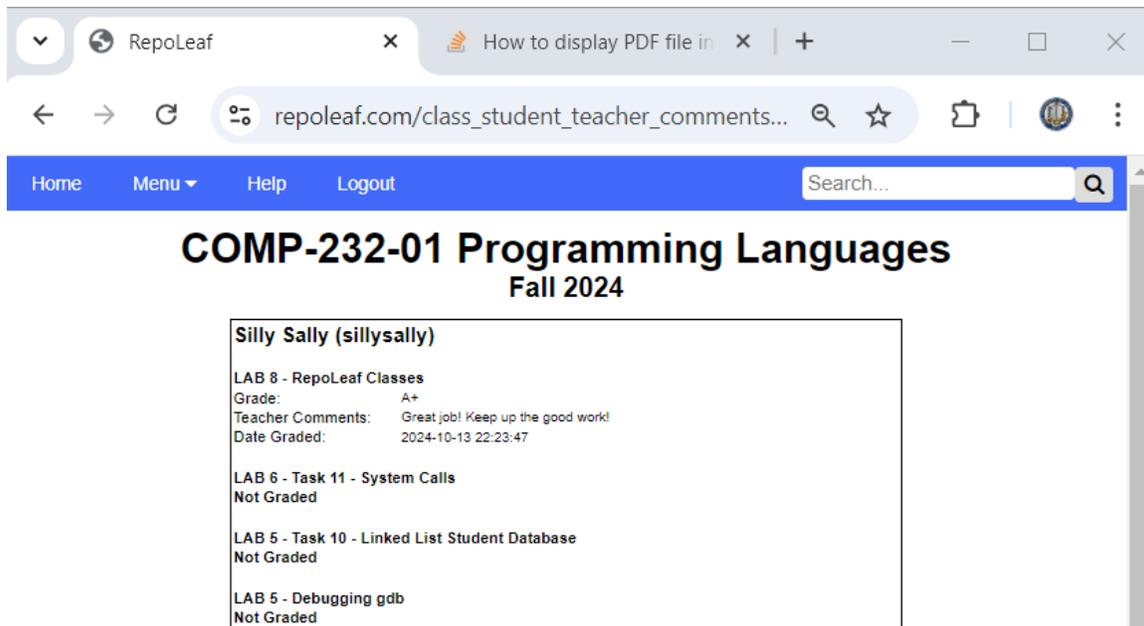
If your professor allows you to do so, you can also resubmit your updated program by clicking on the **Resubmit Assignment** button.