

## Kaynak Kod Satır Sayısı Hesaplayıcı Tool'lar

### a) scc tool

Github Official Link:

<https://github.com/boyter/scc>

Ubuntu Linux Usage:

(+) Birebir denendi ve başarılı şekilde kullanıldı.

```
> sudo snap install scc
> scc -h
> scc .                // Bulunulan dizin içerisinde
                        // recursively en alt düzeye
                        // kadar dosyaları tarar ve
                        // satır sayısını döndürür.
```

Windows Usage:

(+) Birebir denendi ve başarılı şekilde kullanıldı.

# Release sayfasında “scc\_windows\_x86\_64.zip” indirilir.  
<https://github.com/boyter/scc/releases>

```
# CMD
> .\scc.exe -h
> .\scc.exe .        // Bulunulan dizin içerisinde
                        // recursively en alt düzeye
                        // kadar dosyaları tarar ve
                        // satır sayısını döndürür.
> .\scc.exe .\projeKokKlasor\
```

Supported Languages in SCC Tool

- ABAP (abap)
- ActionScript (as)
- Ada (ada,adb,ads,pad)
- Agda (agda)
- Alchemist (crn)
- Alex (x)
- Alloy (als)
- Android Interface Definition Language (aidl)
- APL (apl,aplf,apl,apl,apl,apl,apl,apl)
- AppleScript (applescript)
- AsciiDoc (adoc)
- ASP (asa,asp)
- ASP.NET (asax,ascx,asmx,aspx,master,sitemap,webinfo)

- Assembly (s,asm)
- ATS (ats,sats,ats,hats)
- Autoconf (in)
- AutoHotKey (ahk)
- Avro (avdl,avpr,avsc)
- AWK (awk)
- bait (bt)
- BASH  
(bash,bash\_login,bash\_logout,bash\_profile,bashrc,.bash\_login,.bash\_logout,.bash\_profile,.bashrc)
- Basic (bas)
- Batch (bat,btm,cmd)
- Bazel (bzl,build.bazel,build,workspace)
- Bitbake (bb,bbappend,bbclass)
- Bitbucket Pipeline (bitbucket-pipelines.yml)
- Blade template (blade.php)
- Boo (boo)
- Bosque (bsq)
- Brainfuck (bf)
- BuildStream (bst)
- C (c,ec,pgc)
- C Header (h)
- C Shell (csh,.cshrc)
- C# (cs,csx)
- C++ (cc,cpp,cxx,c++,pcc,ino)
- C++ Header (hh,hpp,hxx,inl,ipp)
- Cabal (cabal)
- Cairo (cairo)
- Cassius (cassius)
- Ceylon (ceylon)
- Clojure (clj,cljc)
- ClojureScript (cljs)
- Closure Template (soy)
- CloudFormation (JSON) (json)
- CloudFormation (YAML) (yaml,yml)
- CMake (cmake,cmakelists.txt)
- COBOL (cob,cbl,ccp,cobol,cpy)
- CodeQL (ql,qll)
- CoffeeScript (coffee)
- Cogent (cogent)
- ColdFusion (cfm)
- ColdFusion CFScript (cfc)
- Coq (v)
- Creole (creole)
- Crystal (cr)
- CSS (css)
- CSV (csv)
- Cuda (cu)
- Cython (pyx,pxi,pxd)
- D (d)
- Dart (dart)
- Device Tree (dts,dtsi)

- Dhall (dhall)
- DM (dm)
- Docker ignore (.dockerignore)
- Dockerfile (dockerfile,dockerfile)
- Document Type Definition (dtd)
- DOT (dot,gv)
- Elixir (ex,exs)
- Elm (elm)
- Emacs Dev Env (ede)
- Emacs Lisp (el)
- Erlang (erl,hr1)
- Expect (exp)
- Extensible Stylesheet Language Transformations (xslt,xsl)
- F# (fs,fsi,fsx,fsscript)
- F\* (fst)
- Factor (factor)
- Fennel (fnl)
- FIDL (fidl)
- Fish (fish)
- Flow9 (flow)
- Forth (4th,forth,fr,frt,fth,f83,fb,fpm,e4,rx,ft)
- FORTRAN Legacy (f,for,ftn,f77,pfo)
- FORTRAN Modern (f03,f08,f90,f95)
- Fragment Shader File (fsh)
- Freemarker Template (ftl)
- FSL (fsl)
- Futhark (fut)
- FXML (fxml)
- Game Maker Language (gml)
- Game Maker Project (yyp)
- GDScript (gd)
- Gemfile (gemfile)
- Gherkin Specification (feature)
- gitignore (.gitignore)
- GLSL (vert,tesc,tese,geom,frag,comp)
- GN (gn,gni)
- Go (go)
- Go Template (tmpl,gohtml,gotxt)
- Gradle (gradle)
- GraphQL (graphql)
- Groovy (groovy,grt,gtpl,gvy)
- HAML (haml)
- Hamlet (hamlet)
- Handlebars (hbs,handlebars)
- Happy (y,ly)
- Hare (ha)
- Haskell (hs)
- Haxe (hx)
- HEX (hex)
- hoon (hoon)
- HTML (html,htm)
- IDL (idl,webidl,widl)

- Idris (idr,lidr)
- ignore (.ignore)
- INI (ini)
- Intel HEX (ihex)
- Isabelle (thy)
- Jade (jade)
- JAI (jai)
- Janet (janet)
- Java (java)
- JavaScript (js,mjs)
- JavaServer Pages (jsp)
- Jenkins Buildfile (jenkinsfile)
- Jinja (jinja,j2,jinja2)
- JSON (json)
- JSONL (jsonl)
- JSX (jsx)
- Julia (jl)
- Julius (julius)
- Jupyter (ipynb,jpynb)
- Just (justfile)
- K (k)
- Korn Shell (ksh,.kshrc)
- Kotlin (kt,kts)
- LaTeX (tex)
- LD Script (lds)
- Lean (lean,hlean)
- LESS (less)
- LEX (l)
- License (license,licence,copying,copying3,unlicense,unlicence,license-mit,licence-mit,copyright)
- Lisp (lisp,lsp)
- LLVM IR (ll)
- LOLCODE (lol,lols)
- Lua (lua)
- Luau (luau)
- Lucius (lucius)
- Luna (luna)
- m4 (m4)
- Macromedia eXtensible Markup Language (mxml)
- Madlang (mad)
- Makefile (makefile,mak,mk,bp,makefile,gnumakefile)
- Mako (mako,mao)
- Markdown (md,markdown)
- MATLAB (m)
- Meson (meson.build,meson\_options.txt)
- Modula3 (m3,mg,ig,i3)
- Module-Definition (def)
- Monkey C (mc)
- MQL Header (mqh)
- MQL4 (mq4)
- MQL5 (mq5)

- MSBuild  
(csproj,vbproj,fsproj,vcproj,vcxproj,vcxproj.filters,myapp,props,rdlc,resx,settings,sln,targets)
- MUMPS (mps)
- Mustache (mustache)
- Nial (ndf)
- Nim (nim)
- Nix (nix)
- Nushell (nu)
- nuspec (nuspec)
- Objective C (m)
- Objective C++ (mm)
- OCaml (ml,mli)
- Opalang (opa)
- Org (org)
- Oz (oz)
- Pascal (pas)
- Patch (patch)
- Perl (pl,pm)
- PHP (php)
- Picat (pi)
- PKGBUILD (pkgbuild)
- PL/SQL (fnc,pkb,pks,prc,trg,vw)
- Plain Text (text,txt)
- Polly (polly)
- Pony (pony)
- Powershell (ps1,psm1)
- Processing (pde)
- Prolog (p,pro)
- Properties File (properties)
- Protocol Buffers (proto)
- PRQL (prql)
- PSL Assertion (psl)
- Puppet (pp)
- PureScript (purs)
- Python (py)
- Q# (qs)
- QCL (qcl)
- QML (qml)
- R (r)
- Racket (rkt)
- Rakefile (rake,rakefile)
- Raku (raku,rakumod,rakutest,rakudoc,t)
- Razor (cshtml,razor)
- ReasonML (re,rei)
- Report Definition Language (rdl)
- ReScript (res,resi)
- ReStructuredText (rst)
- Robot Framework (robot)
- Ruby (rb)
- Ruby HTML (rhtml,erb)
- Rust (rs)

- SAS (sas)
- Sass (sass,scss)
- Scala (sc,scala)
- Scheme (scm,ss)
- Scons (csig,sconstruct,sconscript)
- sed (sed)
- Shell (sh,.tcshrc)
- Sieve (sieve)
- SKILL (il)
- Smarty Template (tpl)
- SNOBOL (sno)
- Softbridge Basic (sbl)
- Solidity (sol)
- SPDX (spdx)
- Specman e (e)
- Spice Netlist (ckt)
- SQL (sql,dml,ddl,dql)
- SRecode Template (srt)
- Standard ML (SML) (sml)
- Stata (do,ado)
- Stylus (styl)
- Svelte (svelte)
- SVG (svg)
- Swift (swift)
- Swig (i)
- Systemd (automount,device,link,mount,path,scope,service,slice,socket,swap,target,timer)
- SystemVerilog (sv,svh)
- TaskPaper (taskpaper)
- TCL (tcl)
- Teal (teal)
- Templ (templ)
- TemplateToolkit (tt,tt2)
- Terraform (tf,tf.json)
- TeX (tex,sty)
- Textile (textile)
- Thrift (thrift)
- TL (tl)
- TOML (toml)
- Twig Template (twig)
- TypeScript (ts,tsx)
- TypeScript Typings (d.ts)
- Unreal Script (uc,uci,upkg)
- Ur/Web (ur,urs)
- Ur/Web Project (urp)
- V (v)
- Vala (vala)
- Varnish Configuration (vcl)
- Verilog (vg,vh,v)
- Verilog Args File (irunargs,xrunargs)
- Vertex Shader File (vsh)
- VHDL (vhd,vhdl)
- Vim Script (vim,vimrc,gvimrc,\_vimrc,.vimrc,\_gvimrc,.gvimrc,vimrc,gvimrc)

- Visual Basic (vb)
- Visual Basic for Applications (cls)
- Vue (vue)
- Web Services Description Language (wsdl)
- Wolfram (nb,wl)
- Wren (wren)
- XAML (xaml)
- Xcode Config (xcconfig)
- XML (xml)
- XML Schema (xsd)
- Xtend (xtend)
- YAML (yaml,yml)
- Yarn (yarn)
- Zig (zig)
- Zsh (zsh,zshenv,zlogin,zlogout,zprofile,zshrc,.zshenv,.zlogin,.zlogout,.zprofile,.zshrc)

Kaynak:

<https://github.com/boyter/scc/blob/master/LANGUAGES.md>

## **b) cloc tool**

Github Official Link:

<https://github.com/AIDanial/cloc>

Ubuntu Linux Usage:

(+) Birebir denendi ve başarılı şekilde kullanıldı.

```
> sudo apt install cloc
> cloc .                // Bulunulan dizin içerisinde
                        // recursively en alt düzeye
                        // kadar dosyaları tarar ve
                        // satır sayısını döndürür.
```

Windows Usage:

(+) Birebir denendi ve başarılı şekilde kullanıldı.

# Release sayfasında “cloc-1.98.exe” indirilir.  
<https://github.com/AIDanial/cloc/releases/tag/v1.98>

```
# CMD
> .\cloc-1.98.exe -h
```

```
> .\cloc-1.98.exe .           // Bulunulan dizin içerisinde
                             // recursively en alt düzeye
                             // kadar dosyaları tarar ve
                             // satır sayısını döndürür.
> .\cloc-1.98.exe .\projeKokKlasor\
```

Kaynak:

<https://typoapp.io/blog/how-to-count-lines-of-code-a-complete-overview/>

### c) Alternative Tools for Source Lines of Code

- SLOCCount

```
// the original sloc counter
```

```
Reference => https://www.dwheeler.com/sloccount/
```

- gocloc

```
// a sloc counter in Go inspired by tokei
```

```
Reference => https://github.com/hhatto/gocloc
```

- loc

```
// rust implementation similar to tokei but often faster
```

```
Reference => https://github.com/cgag/loc
```

- loccount

```
// Go implementation written and maintained by ESR
```

```
Reference => https://gitlab.com/esr/loccount
```

- ployglot

```
// ATS sloc counter
```

```
Reference => https://github.com/vmchale/polyglot
```

- tokei

```
// fast, accurate and written in rust
```

```
Reference => https://github.com/XAMPPRocky/tokei
```

- sloc



// coffeescript code counter

Reference => <https://github.com/flosse/sloc>