

## Accessing remote machines

The main part of coding for this course will be done on the machine `brake.ii.uib.no`. To log onto this machine you need to do the following from your own laptop:

```
> ssh username@login.uib.no           // replace username with your account name  
Type in password and confirm with Authenticator on your phone
```

```
> ssh username@brake.ii.uib.no         // Again replace username with your account name  
Type in password, does not require Authenticator
```

You are now logged in to `brake.ii.uib.no` and can compile and run programs. To edit files it is recommended to use one of the terminal based editors *vim* or *emacs* (google how to use these or ask someone who knows).

For those who don't want to use a terminal-based editor, there is a remote development extension for VS Code that you can use instead (<https://code.visualstudio.com/docs/remote/remote-overview>). It can be installed from within VS Code under the Extensions tab. To set this up do the following:

Open the command prompt (ctrl+shift+p by default), type:

Remote-SSH: Open SSH Configuration File

and then add the following in the file that opens:

```
Host login.uib.no  
  HostName login.uib.no  
  User <your username>  
  
Host brake.ii.uib.no  
  HostName brake.ii.uib.no  
  User <you username>  
  ProxyJump login.uib.no
```

And save (remember to add your own username). You might have to refresh the SSH Targets list for brake to show up, and when connecting, you will have to enter your password twice.

When you start Visual Studio click on the «Remote Explorer» button (bottom right) and click on the right side of `brake.ii.uib.no`. This opens a new window where you type your password and confirm using Authenticator (has to be done fast). You will then have to type your password again.

Once you are logged in you will have an editor to write code and you can open a terminal to compile and run.