

How to use proj-skeleton (Project 2)

How to use proj-skeleton

- You should find following files/directories under proj-skeleton

```
mc18 54 $ cd proj-skeleton
mc18 55 $ ls
clean.sh  Makefile.common  pipair.mak  README  test1  test2  test3  timeout.sh  verify.sh
```

How to use proj-skeleton

- If you are using Java, you should put the following files under proj-skeleton
 - Your source code(*.java)
 - Makefile
 - pipair (a bash script that runs your compiled java code)
- Similar if you are using C/C++
- After copying your files to proj-skeleton, it should look similar to the screenshot below (Pi.java and Permutations.java are example source code, yours could have different names)

```
mc18 59 $ ls
clean.sh  Makefile.common  Pi.java  pipair.mak  test1  test3  verify.sh
Makefile  Permutations.java  pipair  README     test2  timeout.sh
```

Example Makefile and pipair for Java

- Makefile and pipair

```
all:
    javac *.java

clean:
    rm *.class
```

```
#!/bin/sh
opt -print-callgraph $1 1> /dev/null 2>$1.callgraph
java -cp .. Pi $@ 2> /dev/null
```

How to run test cases

- `./verify.sh` will make your program using Makefile provided by you
Then, it runs `./pipair` for all three test cases and compare the result (`test*.out`) with `gold_*` files.
- `./clean.sh` removes all `test*.out` and other temporary files.

Submission

- Submit your source code, Makefile, and pipair script (If using Java)