HPC and Scientific Computing Module – Instructions for using Slack

We will be using the Slack workspace at hpccwm2021.slack.com to keep in touch during the HPC and Scientific Computing module. In particular, we will be available there to answer any questions you have about the lectures and practicals.

Getting access

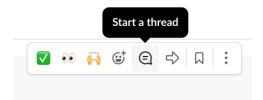
Use the following invite link to create an account on the course workspace: https://join.slack.com/t/slack-4va6552/shared_invite/zt-q90pfh5j-3adpsvd3n223NxRE2F~ZIQ

You can then access the workspace at hpccwm2021.slack.com

Where to ask questions

We will be using several different channels for the course – you can find them in the purple bar on the left. We will be using a separate channel for questions about the content of any of the lectures, and a separate channel for every practical. Announcements will be posted in the general channel.

Where possible, please structure questions as a short title comment with further details within a thread, and keep conversations about a particular question within that thread. The title should include the lecture number and lecture slide (or practical question number) if you're asking about something particular in the course notes. You can start a thread by hovering over any comment and selecting 'Start a thread':



We hope this will make conversations easier to follow and make it easier to search through these channels to see if your question has already been answered.

Formatting messages

See here — https://api.slack.com/reference/surfaces/formatting — for the reference guide for formatting Slack messages.

It's particularly useful to use code block formatting for code snippets: use single bacticks (`) around inline code and three backticks around multiline code (you will need to use ctrl-enter for new lines within a code block).

#include <stdio.h>
// Example code
int main (void){
 printf("Hello, world\n");
 return 0;
}

There is also a code block feature below the message editor:



If required you can attach images using the attach file button:

