CSC3100 server instructions

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Background

we usually log in to a server with SSH, which is a command equipped by almost every computer. Some professional SSH tools can be used for windows users.

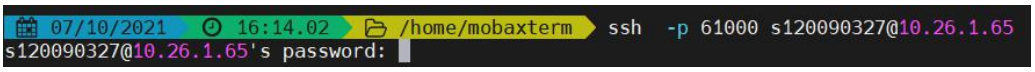
Generally , SSH command is used in this way:

ssh -p ${port } ${username}@${server_ip}

where ${port } is often 22 , although can be different, and ${username} is the account created in ${server_ip} (this is the ip address of server). for example:

ssh -p 61000 s120090001@10.26.1.65

we can use many SSH tools, but some of them are more popular. For instance, in MobaXterm, you can type following command:



and type the pass word, then you can log in to the server if the account and the pass word are correct:

we built our server with the LXD, which is an almost-standard containerization technology, so where your code will be running is just a virtual machine. for the moment, your needn't figure out this concept. it's ok if you take our server as a real physical machine.

Account Info

there are two servers, ds01 and ds02, and their SSH-relevant information are as follows:

server name	Ip	SSH port
ds01	10.26.1.65	61000
ds02	10.26.1.65	61001

every student has his/her account located on ds01 or ds02, correspond to his/her class number. every student should log in to the corresponding server with SSH, and take *s${students ID}* as username and ${students ID} as the initial password. note the ${students ID} should be substituted with the real student's ID and the s prefixed the ${students ID} shouldn't be neglected. The specific commands are as follows for ds01 and ds02, respectively:

ssh -p 61000 s${students ID}@10.26.1.65

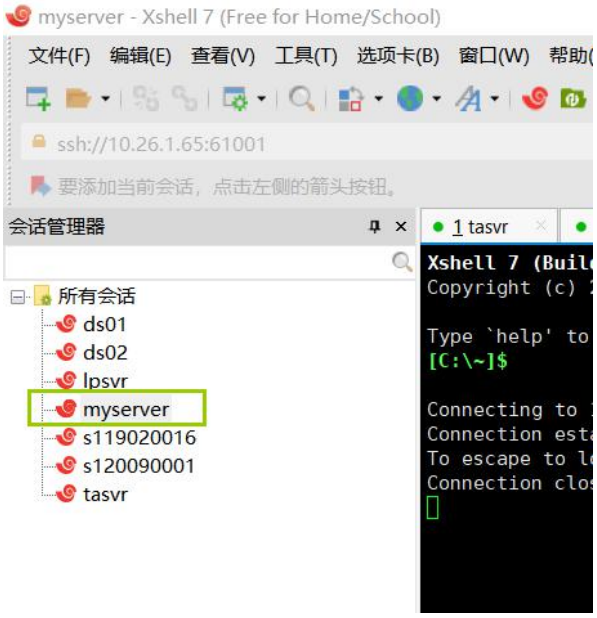
ssh -p 61001 s${students ID}@10.26.1.65

you can use any SSH client tools to log in to our server, but the XShell is encouraged.you can configure your XShell as the following steps once you have installed it on your own computer:

- step1: File->new

then click the confirm button on the bottom.

- step2:double click the icon in the session section docked on the left side of your window.



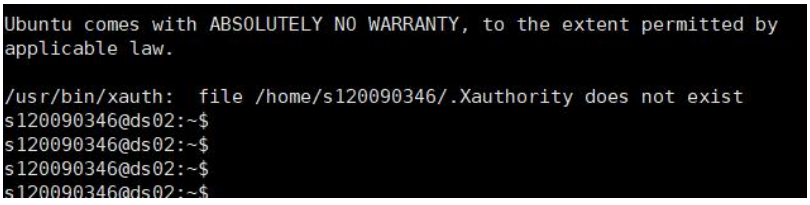
and you will be asked to input your account in the first time:

you can check the remember the username box.

- step3:double click the icon in the session section again, you will be asked to input the pass word:

type you pass word and check the remember my pass word box, finally click the confirm button.

now you should have logged in to server, your screen should loo like this:

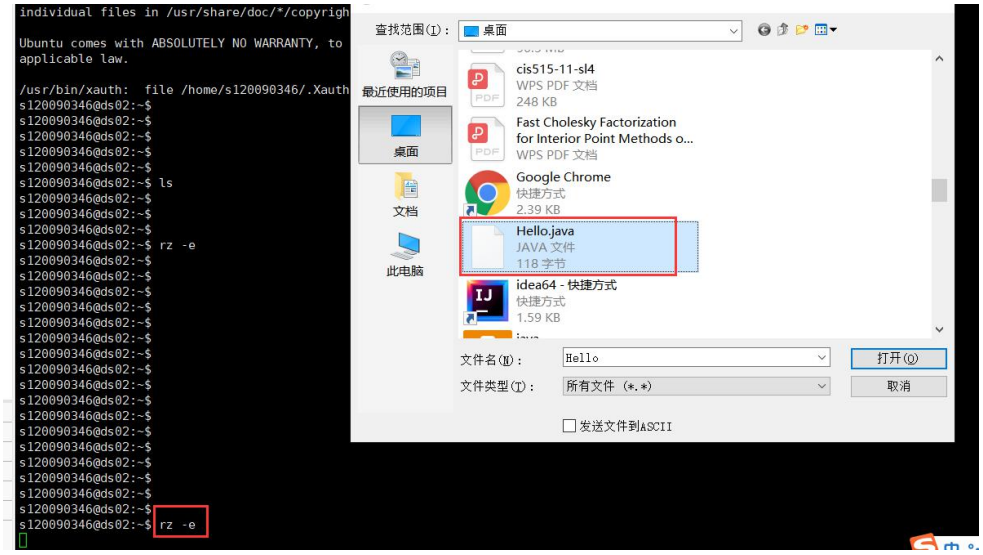


Useage Tips

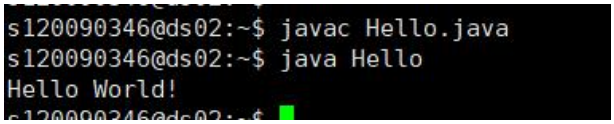
1. java and other necessary software for our course have been installed, you shouldn't install others further.

2. you can use rz/sz to upload/download your codes and logs.

you should type *rz -e* on our server, then the you will be prompted to select your file



you click the open button, then your file will be uploaded to our server and saved in your current directory. and now you can compile and run your codes:



3. do not take our server as your development environment due to our servers have been shared by all of us and their resource are limited. you'd better write your codes on your own computer and save them locally.