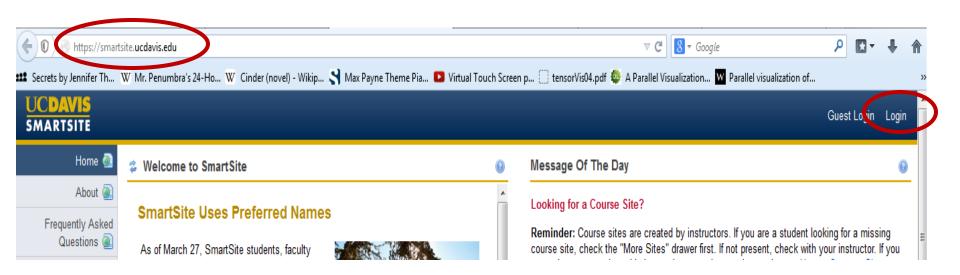
Smartsite, CSIF login and Getting Started on your Assigments

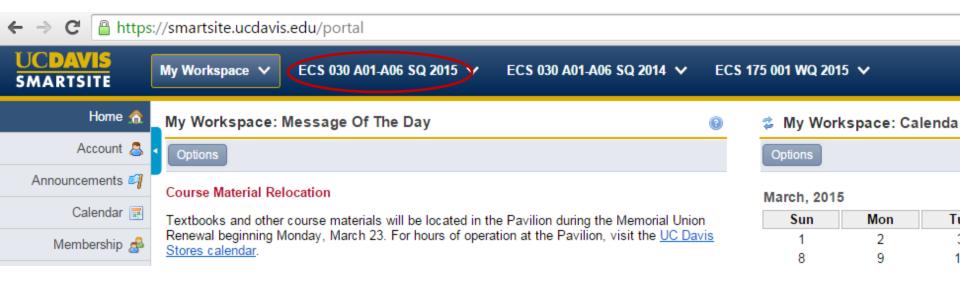
Smartsite – Accessing Your Resources

https://smartsite.ucdavis.edu

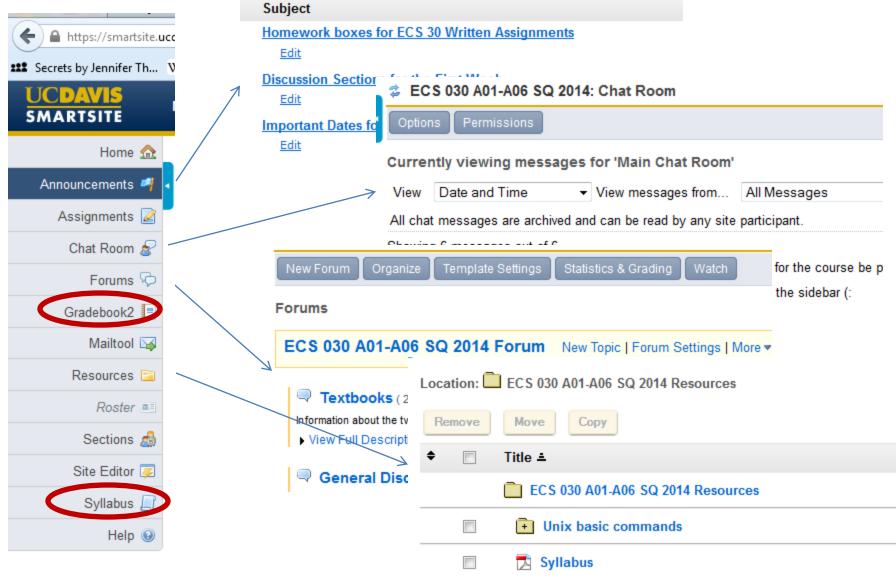


Smartsite – ECS 30 Page

Select "ECS 030 A01-A06 SQ 2015



Smartsite – Navigating ECS 30



Remote Access to CSIF

- You will need an SSH client to log into the computer servers in CSIF
 - If you have a Windows: download MobaXTerm and install:
 - http://download.cnet.com/MobaXterm/3000-7240 4-10890137.html
 - Mac/Linux-based: open a "Termnial" and follow the same instructions below:
- Logging in: <u>username@pcXX.cs.ucdavis.edu</u>
 - You can type in at prompt >> ssh username@pcXX.cs.ucdavis.edu
 - Username: your ucdavis email/kerberos login name
 - Replace XX with the number you want (pc33 pc60)
 - pcXX: this is the server you're logging into (ex: pc33)
 - cs.ucdavis.edu: this is the network that all the computers are on
 - The "Host Name" or "IP Address" is: pcXX.cs.ucdavis.edu
 - Then enter your Kerberos password (password will be invisible)
 - Adding a "-X": 'ssh <u>username@pc35.cs.ucdavis.edu</u> -X' will allow for X11 forwarding, to open up new windows and graphical images. It might be a good idea to get into the habit of doing this all the time.
- Say "yes" to save the key, etc., and you should be able to log in

Example: Moba Xterm

```
2. /home/mobaxterm
```

```
    MobaXterm Personal Edition v7.0

            (Unix utilities and X-server on Gnu/Cygwin)
Your computer drives are accessible through the /drives path
Your DISPLAY is set to 192.168.1.96:0.0
➤ When using SSH, your remote DISPLAY is automatically forwarded
➤ Each command status is specified by a special symbol (✓ or 🗶)
Important:
This is MobaXterm Personal Edition. The Professional edition
allows you to customize MobaXterm for your company: you can add
your own logo, your parameters, your welcome message and generate
either an MSI installation package or a portable executable.
We can also modify MobaXterm or develop the plugins you need.
For more information: <a href="http://mobaxterm.mobatek.net/versions.php">http://mobaxterm.mobatek.net/versions.php</a>
```

```
[2014-04-01 05:24.35] ~
[sugeerth.sugeerth-PC] ➤ ssh sugeerth@pc33.cs.ucdavis.edu
```

Compiling and Executing Code

- At this point, I assume you've used Unix commands (ls, mkdir, cd, mv, cp, rm, rmdir, pwd, etc.) to navigate to your folder and used a text editor to make a file. Make sure the extension on the file is '.c' (ex. myfile.c)
- Compile: Since we are using special libraries, you will need to link them to your program during compilation
 - Eroberts Libraries Location in pc33 pc60 in CSIF labs
 - /usr/local/lib64/ERoberts/
 - We will be using these libraries for your Programming Project
 - In general "gcc –l /absolute/path/name "
 - FOR THIS CLASS: Compile using 'gccx' to avoid problems with linking
 - Type: gccx myfile.c –o myfile
 - The '-o myfile' specifies the output file name to be 'myfile'
 - The default output name is 'a.out'
- If you do not have a CS account make sure you ask staff in CSIF in Kemper Basement or send an email to <u>support@cs.ucdavis.edu</u>
- If everyone is logged into the same machine, that machine will be slow
 - If you feel like your executables are taking a long time to run, try switching to a different machine, (ex. From pc33 to pc40)

Submitting programming assignments

- Handin:
 - scripts for submitting programs
- Eg. Submit hello.c
 - handin cs30 Proj1 hello.c
- More instructions in Project Guidelines

```
[2014-04-01 05:24.35] ~
[sugeerth.sugeerth-PC] > ssh sugeerth@pc33.cs.ucdavis.edu
Last login: Tue Apr  1 05:20:03 2014 from 99-121-203-69.lightspeed.frokca.sbcglobal.net
*
* Fedora release 19 (Schridinger's Cat)
*
[sugeerth@pc33 ~]$ handin cs30 hw1 average.c
```

Assignments

Assigned written homework and programming projects

The written homework assignments and programming projects for this course are taken from the "Review Questions" and "Programming Exercises" sections in the textbook by Eric S. Roberts.

Written assignment #1: Ch. 2: 22; Ch. 3: 12; Ch. 4: 21; Ch. 5: 5, 15; Ch. 6: 6

(due: 4-22-2015)

Written assignment #2: Ch. 7: 14, 15; Ch. 8: 8, 14; Ch. 9: 5, 8, 17; Ch. 10: 4, 10;

Ch. 11: 4, 20 (due: 5-6-2015)

Written assignment #3: Ch. 12: 4, 7; Ch. 13: 6, 11; Ch. 15: 1, 12;

Ch. 16: 8, 14, Ch. 17: 1, 7, 13 (due: 6-5-2015)

Programming project #1: Ch. 2: 1, 3, 4; Ch. 3: 5, 9 (due: 4-16-2015)

Programming project #2: Ch. 4: 4, 8; Ch. 5: 2, 6, 12; Ch. 6: 2, 7 (due: 4-29-2015)

Programming project #3: Ch. 7: 2, 7; Ch. 8: 8; Ch. 9: 8; Ch. 10: 10 (due: 5-13-2015)

Programming project #4: Ch. 11: 9; Ch. 12: 12; Ch. 13: 5; (due: 5-27-2015)

Programming project #5: Ch. 15: 9; Ch. 16: 7; Ch. 17: 1, 4 (due: 6-5-2015)