

CSE2421 Programming Project 1

Getting to know LINUX, your choice of editor and the debugger tool

Due: Tuesday, September 9th @ 11:30 p.m.

10 Bonus Points (i.e., 10% bonus) awarded if correctly submitted by Monday, September 8th @ noon

Any project submitted up to 24 hours late will be graded and points earned multiplied by 0.75.

Any project submitted more than exactly 24 hours from the due date will not be graded and scored as a 0.

Determination of whether or not you have met the due date will be via the timestamp indicated within Carmen.

You must read this programming project carefully and follow the instructions explicitly to get the correct answers. Do not rush through this project or you will likely make mistakes and lose points. Pay attention to what is going on. It is set up so that you will understand how to use the tools for all subsequent programming projects. You can rush through this one and learn nothing from it, or you can think about what you are doing and make the rest of the semester enormously easier for yourself. Your choice.

Goals of this programming project:

- To get comfortable connecting to coelinux using your personal device.
- To learn how to maneuver within a UNIX/linux shell and getting familiar with simple UNIX/linux commands.
- To get some understanding of what the gdb debugger can do for you. (Using print statements to debug your program is not going to cut it with any of the projects after project2.)
- To get comfortable with a text editor – hopefully, one other than gedit.
- To get comfortable uploading files to Carmen.

UNIX versus LINUX

Read the following two articles, if you haven't already:

http://tldp.org/LDP/intro-linux/html/sect_01_01.html (just this page, you don't need to click to any other pages)

http://www.diffen.com/difference/Linux_vs_Unix

Most common difference: UNIX is propriety system (i.e. you must purchase a license) while Linux is an Open Source system. An Open Source system, however, is not always “free”. Why?

UNIX/LINUX – What is it?

- Multi-user and multi-tasking operating system.
- Multi-tasking: Multiple processes can run concurrently.
- Example: different users can read mails, copy files, and print all at once (although, only one process can be running at any given time on a single processor, unless the processor has multiple cores). More about this in Systems II. ☺

Logging on using your CSE username and password: If you are already a major and you have a permanent account, be sure to use your already set/used passwords i.e. do not use the default password to login. If you are logging on for the first time and/or your CSE account is not a permanent one (which means you have a new account created each term), you will need to use the default password for your CSE account; then, you should be prompted to change your password, keeping in mind that your password is case-sensitive. Also, the cursor doesn't necessarily move when you type in your new password. From the CSE labs, you will need to login to the Windows environment first, and then use the remote login procedures. Remember that LINUX is case-sensitive. Your Windows and LINUX passwords should be the same and are also identical to your OSU name.# account.

COMPUTING SERVICES

If you ever have questions about or problems with your CSE account, email etshelp@cse.ohio-state.edu or visit the Help Desk area in Baker 392. The hours of operation for the Help Desk are here:

<http://www.cse.ohio-state.edu/cs/gethelp/helpdesk.shtml>

including how to set up a zoom meeting for a virtual visit.

COMPUTING LABS

<https://cse.osu.edu/computing-services/computing-labs>

THE LINUX ENVIRONMENT – coelinux

You can log on to coelinux remotely using the remote access method appropriate for your system, or you can go to a CSE lab.

Once you have a window up with your “home directory” name. For example:

```
[jones.5684@coe-dnc268475s ~]$
```

You are ready to enter LINUX commands. The line above is called the “command line prompt”.

Below are some other good/common commands for you to learn. The first set of characters up until the first space is the command name, the rest is either a description of what should go next (a command, a directory, an option, etc.) or an actual set of characters to type in. You can always use the **man** command to look up more information for a given command. *Any command on this list or a command that you would have had to use in order to successfully complete any future programming project is a “fair game” question on the mid-term.*

The **man** command: **man**ual pages are on-line manuals which give information about most commands

- Tells you which options a particular command can take
- How each option modifies the behavior of the command
- Type **man command** at the command line prompt to read the manual for a command

You can also go to the [linux Manual Pages Link](#)

referenced in Resources->References on Piazza to look at manual pages.

– Try to find out about the **mkdir** command by typing **man mkdir**

- Press the <enter> key to scroll through the manual information line by line
- Press the space bar to scroll through the manual information page by page
- Read what it says about the different options available to you for this command. There will be a question to answer later in this programming project.
- Press the letter q to quit the manual information and return to the LINUX prompt.
Note the when you return to the LINUX prompt, the manual page information disappears from your screen.

COMMAND (^ is control)	MEANING
*	match any number of characters
?	match one character
whatis command	brief description of a command
chmod [options] file	change access rights for named file
cd	change to home-directory
cd ~	change to home-directory
cd directory	change to named directory
cd ..	change to parent directory
cp file1 file2	copy file1 and call it file2
wc file	count number of lines/words/characters in file
cat file	display a file
tail file	display the last few lines of a file
ls -lag	list access rights for all files
ls -a	list all files and directories
ls	list unhidden files and directories
who	list users currently logged in
mkdir directory_name	create a directory
mv file1 file2	move or rename file1 to file2
man <i>command</i>	read the online manual page for a command
rmdir directory_name	remove a directory
rm file	remove a file
^C	kill the job running in the foreground
^Z	suspend the job running in the foreground
od	Dump files in octal and other formats
jobs	list current jobs
kill %1	kill job number 1
kill 26152	kill process number 26152
ps	list current processes

To create a new directory (i.e. folder) for your C programs called cse2421, type the following command and hit enter:

```
[jones.5684@coe-dnc268475s ~]$ mkdir cse2421    (There is a space between mkdir and cse2421)
```

To change to that new directory created above, type the following command and hit enter:

```
[jones.5684@coe-dnc268475s ~] $ cd cse2421      (Again space between cd and cse2421)
[jones.5684@coe-dnc268475s cse2421] $
```

Notice that the path name in the LINUX prompt has changed after the command.

Create a new directory called **project1**:

```
[jones.5684@coe-dnc268475s cse2421] $ mkdir project1
```

Type in the following command to go to the project1 directory:

```
[jones.5684@coe-dnc268475s cse2421] $ cd project1  
[jones.5684@coe-dnc268475s project1] $
```

Return to your home directory:

```
[jones.5684@coe-dnc268475s project1] $ cd  
[jones.5684@coe-dnc268475s ~] $
```

Return to the directory you just left (not everyone knows this trick):

```
[jones.5684@coe-dnc268475s ~] $ cd -           there is a space between the d and the -  
/home/jones.5684/cse2421/AU2025/project1  
[jones.5684@coe-dnc268475s project1] $
```

So, if you are flipping between 2 directories, you can just continually use “**cd -**”.

EDITORS

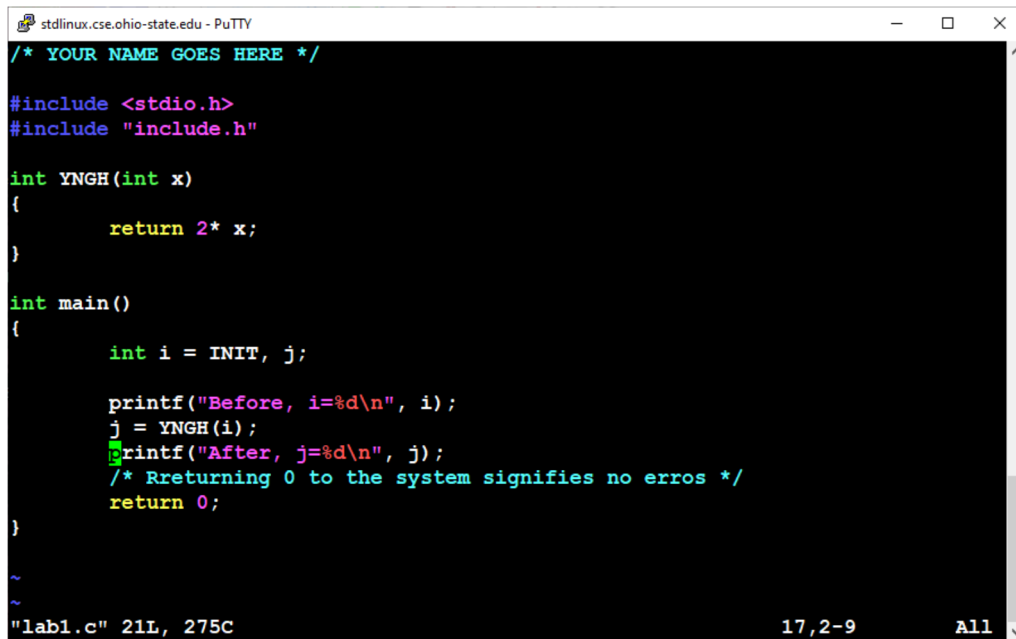
You now need to pick which editor you will use. In piazza in the General Resources section are two vi tutorials . The original editor was vi. That was updated to vim, but “vi” as a command on coelinux aliases to vim and that is a good thing. There is also gedit.

gedit has appreciably no learning curve. You can look at the interface and figure it out. gedit is by nature graphical, so you need FastX running, or you are doomed.

The vi editor will run in a command window, so no FastX is needed. If you are using putty, vi may be your best choice. I personally develop with 3-4 command windows open. I use 1 for running make, another for testing code (and using gdb) and 1-2 have vim to edit code.

Tradeoffs:

- vi is strictly keyboard biased, so there is no reaching for a mouse. A decent typist in vi edits more quickly because they never take their fingers off the keyboard. gedit requires constant mouse/keyboard switching.
- vi will run without an X server, so if you have slow link speeds the low resource demand of putty and vi may be your only choice.
- vi has some capabilities that gedit doesn't have, like changing the indent level of an entire block of code with a 2-keystroke sequence >% instead of multiple lines of mouse / keyboard /tab /click madness. Or changing every single occurrence of a string with another. For example, **:1,\$s/autumn/spring/g** would change each occurrence of the string autumn to spring in the entire file.
- vim will show line numbers, color codes text and will color code mismatches on open/close parentheses and braces if you have the correct options set



```
stdlinux.cse.ohio-state.edu - PuTTY
/* YOUR NAME GOES HERE */

#include <stdio.h>
#include "include.h"

int YNGH(int x)
{
    return 2* x;
}

int main()
{
    int i = INIT, j;

    printf("Before, i=%d\n", i);
    j = YNGH(i);
    printf("After, j=%d\n", j);
    /* Rreturning 0 to the system signifies no erros */
    return 0;
}

~
~
"lab1.c" 21L, 275C 17,2-9 All
```

- vi understands tags, allowing you to jump to the definition of a function from any point in the code where the function is called using ^] (control right bracket).
- gedit is dirt simple but you must teach yourself vi. If you are using vi and forget that you are in edit mode and not insert mode, your keystrokes all have meanings and the act of typing text will do strange and unpleasant things to your file, especially if you look at your keyboard when you type instead of at the screen. vim has multiple undo levels so that's not as scary as it used to be. Using gedit means getting something done right now today but being slower all semester. Using vi means teaching yourself one more thing early on and buying extremely precious time for the rest of the projects.

THE FIRST ENCOUNTER OF A C KIND

The first thing you need to do is get a copy of the **project1.c**, **project1_func.c**, **local_file.h**, **Makefile** files so that you can compile and run project1 in your coelinux environment. You can download a .zip file that contains these files from Piazza.

DOWNLOADING FILES FROM PIAZZA

The easiest way to download files from Piazza is by opening a web browser on coelinux, bringing up the Piazza website and clicking on the corresponding .zip file you want to download. To open a browser on coelinux:

- i) login to coelinux using CSE remote access.
- ii) Open terminal
- iii) Type **firefox** . NOTE: firefox is the browser recommended by Carmen administration. If you are an experienced Linux user, you may use another browser at your own risk. (**google-chrome** is also an option.)
- iv) Navigate to Piazza site within the browser.
- v) Navigate to the Piazza file you want to download and click it.
- vi) File will be placed in a sub directory of your home on coelinux called **Downloads**
- vii) You can use the copy or move commands to place the .zip file anywhere you want it.

There is a project1.zip file on Piazza under Resources->Projects. Create a project1 directory and unzip the files within that directory. **Spend some time looking at the code.** Notice the function(s) in **project1.c** and **project1_func.c**. You have had enough programming prior to this course that you should be able to guess what's going on even though it's in C rather than a language you've used before. Take a look at **local_file.h**. How is it

different than the .c files?

WARNING: Do not ever copy/paste from a .pdf or a .docx file to a text file that should contain compliable code because you will likely get some control characters that will cause your program not to work. You'll see lots of compiler errors that don't make any sense on lines of code that look straightforward.

To compile the program, type **make -r project1** at the LINUX prompt then hit the enter key. The command that will execute when you use **make** is the one below that compiles the program.

```
$ gcc -std=c99 -pedantic -Wimplicit-function-declaration -Wreturn-type -Wformat -g -o project1 project1.c project1_func.c
```

gcc -> the compiler command
-std=c99 -> Use the ISO C99 standard
-pedantic -> Issue all the warnings demanded by strict ISO C; This option follows the version of the ISO C standard specified by any '-std' option used.
-Wimplicit-function-declaration -> warn on implicit declarations*
-Wreturn-type -> warn about return types*
-Wformat -> Check calls to [printf](#) and [scanf](#), etc., to make sure that the arguments supplied have types appropriate to the format string specified, and that the conversions specified in the format string make sense.*
-g -> this tells the gcc command to not delete the symbol table and other debugger important information so that it can be used by gdb
-o <filename> -> this tells the gcc command to put the output in a file named <filename> rather than the default filename, a.out.
project1.c/project1_func.c -> these are the files that contains the C code the gcc command should compile. Note that the file **local_file.h** is used during this compile step, but not needed on the command line.

* These three items are here because the compiler defaults to being "helpful" which isn't really helpful at all. In truth, it is exactly the contrary and can introduce bugs in to your program. Students spend hours of their time and office hour time chasing these things down, so in this class, these three flags are mandatory.

If the compiler gives **errors or warnings**, you've made one or more typos while entering the code above, so go back and correct them, and then resave the edited file. Then, recompile. Once the program compiles with **no errors or warnings**, you have an executable which is produced by the compiler, and you can run the program, as explained below. Run the **man** command on **gcc** so that you understand the options used above.

The **std=c99**, **pedantic**, and the 3 **-W** warning flags are **mandatory** for all C code you compile in this class!

Do you think that it would be a good idea to create some sort of tool that would decrease the potential that we could "fat finger" something? Especially if it was going to blow away a file that we had put a lot of work into? There's good news! They did! UNIX and LINUX have a tool called **make**. Not only can it keep us from overwriting our .c files, but it can help us not forget to put something important in our .zip file that we'll be uploading to Carmen later. In order to use the **make** command, we must create a file named **Makefile**. For project1, the Makefile is supplied. You should take a look at what is in it.

I created a script in the Makefile that is meant to help you ensure that all files needed to be submitted for a project are included in your .zip file. The script creates a testdir directory, copies the .zip file into that directory, then unzips the file, then uses the make command to compile it. If there are errors when happens, there will be errors when the graders try to grade your program. The script is:

```
echo "files in project directory"
ls
mkdir testdir
```

```

cp project1.zip testdir
unzip project1.zip -d testdir
make -r -C testdir project1
echo "files in testdir directory"
ls testdir
rm -rf testdir/*

```

Once you have created the Makefile, you will want to create an empty PROJECT1README file, project1.input1 and project1.input2 file. Just use the text editor of your choice to create an empty file by that name. You will put more relevant information into those files later. OR you could use a shell command such as “>project1.input1” The command within the double quotes will create a file with nothing in it.

You can also move the PROJECT1README.template file to PROJECT1README so that you have a valid copy of the README file.

After you have completed the step above, you can do the following from a linux command line prompt:

```

[jones.5684@coe-dnc268475s project1] $ ls
project1.c project1_func.c project1.input1 project1.input2 PROJECT1README local_file.h Makefile
[jones.5684@coe-dnc268475s project1] $ what is touch
touch (1) - change file timestamps
[jones.5684@coe-dnc268475s project1] $ make -r ALWAYS use the -r option!
zip project1.zip Makefile project1.c project1_func.c local_file.h PROJECT1README project1.input1
project1.input2
adding: Makefile (deflated 58%)
adding: project1.c (deflated 54%)
adding: project1_func.c (deflated 42%)
adding: local_file.h (deflated 18%)
adding: PROJECT1README (deflated 48%) The % numbers you see may vary a little
adding: project1.input1 (stored 0%)
adding: project1.input2 (stored 0%)
gcc -std=c99 -pedantic -Wimplicit-function-declaration -Wreturn-type -Wformat -g -c project1.c
gcc -std=c99 -pedantic -Wimplicit-function-declaration -Wreturn-type -Wformat -g -c project1_func.c
gcc project1.o project1_func.o -o project1
[jones.5684@coe-dnc268475s project1] $ ls
project1 project1.c project1_func.c project1_func.o project1.input1 project1.input2 project1.o
PROJECT1README project1.zip local_file.h Makefile
[jones.5684@coe-dnc268475s project1] $ Note that there are now 4 new files that just
happen to be the two targets of the all
option of the Makefile and 2 .o files

```

Now say:

```

[jones.5684@coe-dnc268475s project1] $ make -r
make: Nothing to be done for `all'. No files have changed, so no recompiling
[jones.5684@coe-dnc268475s project1] $ touch project1_func.c
[jones.5684@coe-dnc268475s project1] $ make -r
zip project1.zip Makefile project1.c project1_func.c local_file.h PROJECT1README project1.input1
project1.input2
updating: Makefile (deflated 58%)
updating: project1.c (deflated 54%)
updating: project1_func.c (deflated 42%)
updating: local_file.h (deflated 18%)
updating: PROJECT1README (deflated 48%)
updating: project1.input1 (stored 0%)
updating: project1.input2 (stored 0%)
updating: verify (deflated 39%)
gcc -std=c99 -pedantic -Wimplicit-function-declaration -Wreturn-type -Wformat -g -c project1_func.c

```

```
gcc project1.o project1_func.o -o project1
[jones.5684@coe-dnc268475s project1]$
```

Notice project1_func.c was recompiled and the .zip file updated

```
jones.5684@coe-dnc268475s project1] $ make -r clean
rm -rf *.o project1 project1.zip
[jones.5684@coe-dnc268475s project1] $ ls
project1.c project1_func.c project1.input1 project1.input2 PROJECT1README local_file.h Makefile
[jones.5684@coe-dnc268475s project1] $
```

What did the **make -r clean** command do?

We'll work with the **make** command more later in the semester. For now, let's use "make -r" again so that we've got an executable version of our program again and run the program.

What you must do for this project is to find 3 bugs in the program so that the output below is what really happens. Right now, it doesn't. You must fix the bugs in the program so that you get the output below.

```
[jones.5684@coe-dnc268475s project1] $ project1
```

*you may have to use **./project1** rather than **project1**
Which one you must use will depend upon
how your \$PATH shell variable was set up
by ETS.*

You should see the output:

*This program reads in a number, then a series of keyboard characters. The number indicates how many characters follow. The number can be no higher than 255. Then the specified number of characters follows. These characters can be any key on a regular keyboard.
Please enter the number of entries, followed by the enter/return key: **6***

on the screen. If you enter **6** at the prompt, you should see:

*enter the 6 characters: **banana***

The keyboard values are:

*b
a
n
a
n
a*

```
[jones.5684@coe-dnc268475s project1]$
```

Unfortunately, the output that currently comes out is:

```
[jones.5684@coe-dnc268474s lab1]$ project1
```

This program reads in a number, then a series of keyboard characters. The number indicates how many characters follows. The number can be no higher than 255. Then the specified number of characters follow. These characters can be any key on a regular keyboard.

*Please enter the number of entries, followed by the enter/return key: **6***

*enter the 54 characters: **banana***

The keyboard values are:

b

The keyboard values are:

a

The keyboard values are:

n

The keyboard values are:

a

The keyboard values are:

n

The keyboard values are:

a

The keyboard values are:

Then, the program hangs. You can exit out of the program by using <ctl-C>.

WORKING WITH GDB

(Note # beside instructions to better help you answer questions in the readme file)

1. Before moving forward, skim the document from **Piazza -> Resources->General Resources** marked **A better (and condensed) gdb guide** and look at the **Extended_ASCII_Table.pdf** file from the **Piazza->Resources->General Resources** area. Pay special attention to the hexadecimal values that are related to upper/lower case letters, numeric digits, the space, and the newline characters. Can you determine a relationship between upper- and lower-case alpha characters? Can you determine a relationship between the ASCII representation (in hexadecimal) of digits with their actual value?
2. Enter the following command:
[jones.5684@coe-dnc268475s project1] \$ **gdb project1**

← if you'd rather use **ddd** instead of **gdb**, that's fine. Note this will mean the commands below will change some, but you should be able to do it.

You will enter the debugger running the project1 program. You will see a new prompt at which you should enter a new command:

*GNU gdb (GDB) Red Hat Enterprise Linux 8.2-20.el8
Copyright (C) 2018 Free Software Foundation, Inc.
License GPLv3+: GNU GPL version 3 or later <<http://gnu.org/licenses/gpl.html>>
This is free software: you are free to change and redistribute it.
There is NO WARRANTY, to the extent permitted by law.
Type "show copying" and "show warranty" for details.
This GDB was configured as "x86_64-redhat-linux-gnu".
Type "show configuration" for configuration details.
For bug reporting instructions, please see:
<<http://www.gnu.org/software/gdb/bugs/>>.
Find the GDB manual and other documentation resources online at:
<<http://www.gnu.org/software/gdb/documentation/>>.*

*For help, type "help".
Type "apropos word" to search for commands related to "word"...
Reading symbols from project1...done.
(gdb) **break main***

This command will set a breakpoint at the beginning of your project1 program. You should see a response similar to the one below:

```
Breakpoint 1 at 0x40066e: file project1.c, line 15.
(gdb)
```

The line numbers you see might be a little different than what are described here depending upon exactly how you typed your version of this program into your project1.c file. If we knew that main() was on line 15 in our file, we could have used **break 15** rather than **break main**.

3. Now we want to begin running the program so:

```
(gdb) run
```

You should see some output that tells you about hitting the breakpoint we set above. It should look similar to:

```
Starting program: /home/jones.5684/cse2421/AU2025/project1/project1
```

```
Breakpoint 1, main () at project1.c:15
```

```
15      printf("This program reads in a number, then a series of keyboard characters. The number\n");
```

We can now run the program instruction by instruction by using the **next** command. Note that the statement printed out is the very first executable statement in the program. The statements prior to this one were declarative in nature. Also note that this statement has not yet executed because we don't have this line of output displayed on the screen yet. If we say **next** at the (gdb) prompt, we will see:

```
(gdb) next
```

"next" or just "n" both work here

```
This program reads in a number, then a series of keyboard characters. The number
```

```
16      printf("indicates how many characters follows. The number can be no higher than %d.\n",
```

```
MAX_NUM);
```

```
(gdb)
```

Notice that the output from the printf statement on Line 15 **now** prints out, and then **gdb** prints out the line of code that will be executed **next**.

IMPORTANT: Each time you use the **next** command, a line of code will be printed. This is the line of code that will be executed **next**; it has not yet executed; only the lines of code prior to the one just printed have executed.

NOTE: If you just use the return key at the (gdb) prompt, the last command you executed will be repeated.

Step through the program until you see:

```
24      printf("Please enter the number of entries, followed by the enter/return key: ");
```

```
(gdb)
```

```
25      getchar_return_value = getchar();      /* read the first ASCII character of our max number      */
```

```
(gdb)
```

Please enter the number of entries, followed by the enter/return key: **15** (Enter the **15** here. Note the difference between when the printf() statement is listed in the output vs when the output of that printf statement shows up.)

```
27      if (getchar_return_value != '\n'){
```

```
(gdb)
```

4. Then say:

```
(gdb) print getchar_return_value
```

```
$1 = 49
```

(Is this the value you'd expect to see in this variable?)

```
(gdb) print /x getchar_return_value
```

```
$2 = 0x31
```

(Why do you think the output is different?)

```
(gdb) print /c getchar_return_value
$3 = 49 'I'
```

(Does the /c option help you understand the output?)

The **print** command will show us the current value of any **in-scope** variable name. So that we can continuously watch the value of the variable `getchar_return_value` change over time, let's use another gdb command called **disp**:

```
(gdb) disp /x getchar_return_value
1: /x getchar_return_value = 0x31
(gdb) disp /c getchar_return_value
2: /c getchar_return_value = 49 'I'
```

5. Create 2 additional files in your `project1` directory called **project1.input1** and **project1.input2**.

`project1.input1` should contain 3 lines:

```
10
12345
ABCDE
```

`project1.input2` should contain 2 lines

```
10
banana
```

6. From a linux prompt run the following 2 commands:

```
[jones.5684@coe-dnc268475s project1] $ project1 < project1.input1
[jones.5684@coe-dnc268475s project1] $ project1 < project1.input2
```

Do you get the output that you expected?

7. Go back in to gdb, set breakpoints like you did in prior steps, then, rather than just saying **run** at the gdb prompt, use this command:

```
(gdb) run < project1.input1
```

1. This instruction tells the debugger to run the program currently being debugged (**project1** in this case), but to take all program input from the file **project1.input1** rather than from the keyboard. Go through the program looking at how the variables **maxEntries** and **getchar_return_value** are set using the input from `project1.input1`. Are the values set to the values that you expected? Why or why not? Did you learn anything that you didn't know about how input is interpreted? What value showed up between the **5** and the **A**?
2. Do the same with the file **project1.input2**. Are the values set to the values that you expected? Why or why not?
3. Now that you've used gdb, if you are using xterm rather than putty, exit out of the program and say **ddd project1**. Can you figure out how to set a breakpoint at this (*`printf("The keyboard values are: \n");`*) line of the program using the graphical interface?

CREATING PROJECT1README

Create a text file in the `project1` directory called `PROJECT1README` using the template on Piazza. **The filename must be exactly as stated here. Any other filename will not be considered correct, and the content will not be graded.** Answer the questions according to what you read and what you saw while using gdb and the linux

commands specified above.

PROJECT SUBMISSION

This first thing to do before doing anything to submit your .zip to Carmen is to run “make -r” one last time to ensure that any changes you made to your README file (or any other file for that matter) are included in the .zip file you plan to upload.

THE INFORMATION HERE SHOWING YOU HOW TO zip FILES ON A LINUX SYSTEM ARE FOR YOUR INFORMATION. THE make COMMAND WITH THE SUPPLIED MAKEFILE FOR PROJECT1 ALREADY DOES THIS AUTOMATICALLY.

Always be sure your linux prompt reflects the correct directory or folder where all of your files to be submitted reside. If you are not in the directory with your files, the following will not work correctly.

You must submit all your project assignments electronically to Carmen in .zip file format. The format of zip command is as follows:

```
[jones.5684@coe-dnc268475s project1] $ zip <zip_filename> <files-to-submit>
```

where <zip_filename> is the name of the file you want zip to add all of your files to and <files-to-submit> is a list of the file(s) that make up the project. Remember that you have to be at the correct location (the designated directory) for the command to be able to find your <files-to-submit>. This is why we created a “project1” directory so that all of the files could be stored in the same place. Thus, when executing the command above, we would need to be in the ~/cse2421/project1 directory for it to work. **Do not zip at the directory level.**

IMPORTANT: When you run **make**, a zip file is created automatically. So, you don’t have to independently create the .zip file.

TEST TO CONFIRM THAT YOUR .zip FILE HAS EVERYTHING IT NEEDS

Before uploading the .zip file to Carmen, you should do the following:

1. Create a new directory in **project1** called **testdir**.
2. Copy the project1.zip file to **testdir**. (e.g., **cp project1.zip testdir**)
3. Enter the **testdir** directory (e.g., **cd testdir**)
4. Unzip the file. (e.g. **unzip project1.zip**)
5. Inspect the files that are now in the directory **testdir**. Are all the files you want to upload to Carmen present in the directory? If so, then you should be able to execute **make -r project1** and a **project1** executable should be correctly created in the **testdir** directory. Now your zipfile is complete and you can return to project1 and follow the directions below. If **make** didn’t work, then remove all files from the testdir directory (you want this directory to be empty), go back up and correct your zip command in your **Makefile** and try again. Since you were supplied with the Makefile for this project, there should not be a problem, but you will want to perform the process for all other projects to ensure your project submission is complete.

The Makefile has commands in to do what is specified above. You can run it by saying by saying **make test**.

IMPORTANT: YOU SHOULD PERFORM THIS STEP FOR EACH PROJECT THAT YOU SUBMIT TO ENSURE THAT YOU HAVE INCLUDED ALL FILES YOU NEED. REMEMBER THAT YOU WILL RECEIVE A 0 ON THE PROJECT IF IT DOESN’T COMPILE WITHOUT ERRORS OR WARNINGS. IF YOU DON’T SUBMIT ALL THE FILES, IT WON’T COMPILE.

UPLOADING FILES TO CARMEN

If you are using **Windows and FastX**, the easiest way to upload files specific to the coelinux environment is by opening Carmen in a browser from coelinux and uploading the corresponding .zip file from there. If you are using a Mac with putty, then following these directions to open Carmen from coelinux:

- viii) login to coelinux using CSE remote access.
- ix) Open terminal
- x) Type **firefox** . NOTE: firefox is the browser recommended by Carmen administration. If you are an experienced Linux user, you may use another browser at your own risk. (**google-chrome** is also an option.)
- xi) Navigate to carmen.osu.edu from that window.
- xii) Navigate to the Carmen assignment for which you want to upload files
- xiii) Use given links to upload assignments to Carmen.

NOTE:

- Your programs **MUST** be submitted in source code form. Make sure that you zip all the required .c files for the current project (and .h files when necessary), and any other files specified in the assignment description. Do **NOT** submit the object files (.o) and/or the executable. The grader will not use executables that you submit anyway. She or he will build/compile your code using the appropriate compile command, and run the executable generated.
- DO NOT zip the whole directory.

If you are using putty, reference the instructions on Piazza with respect to transferring files in the absolutely must read section.

- It is YOUR responsibility to make sure your code can compile and run on CSE department server **coelinux.cse.ohio-state.edu**, using **gcc -std=c99 -pedantic -Wimplicit-function-declaration -Wreturn-type -Wformat -g** without generating any errors or warnings or segmentation faults, etc. **Segmentation Faults are applicable to this rule only when valid input is used with your program.** Any program that generates errors or warnings when compiled or does not run without system errors will receive 0 points. No exceptions!
- There is a second way to end up with 0 points on your project: by not including the certification wording listed above in your README file or any other file you submit for projects. Just to ensure that you know what the certification wording is:

BY SUBMITTING THIS FILE TO CARMEN, I CERTIFY THAT I HAVE STRICTLY ADHERED TO THE TENURES OF THE OHIO STATE UNIVERSITY'S ACADEMIC INTEGRITY POLICY WITH RESPECT TO THIS ASSIGNMENT.

This certification must be at the top of any and all files you submit for a project (except for files that contain input such as project1.input1 discussed above) or homework assignment.

*** More information about project requirements, point deductions, due dates, late assignments, etc., will be designated with each specific project.

LOGGING OUT

To exit the terminal window, type the following command at the LINUX prompt then hit the enter key:

% exit

Be sure to logoff your account by choosing the menu option "System" tab, then "Logout" from the drop down

menu and confirm.

LINUX EDITORS

1. Vim – type vi at the command line prompt
Home Page: <http://www.vim.org/>
Written in: C and Vim script.
2. gedit – type gedit at the command line prompt; can also access gedit through the menu system: Applications , Accessories, then gedit Text Editor
Home Page: <http://projects.gnome.org/gedit/>
Written in: C, Python
3. Nano – type nano at the command line prompt
Home Page: <http://www.nano-editor.org>
4. gVim – type gvim at the command line prompt
Home Page: <http://vimdoc.sourceforge.net/html/doc/gui.html>
5. Emacs – type emacs at the command line prompt; can also access xemacs from the menu system: Applications, Other, Emacs
Home Page: <http://www.gnu.org/software/emacs/>

MORE LINUX COMMANDS and examples

<http://www.thegeekstuff.com/2010/11/50-linux-commands/>

UNIX TUTORIAL RESOURCES

- <http://www.ec.surrey.ac.uk/Teaching/Unix>
- <http://www.math.utah.edu/lab/unix/unix-tutorial.html>
- <http://www2.ocean.washington.edu/unix.tutorial.html>

To learn more about the Bash shell

- BASH (Bourne Again SHell) is the Linux default shell. It can support multiple command interpreters.
- <http://www.gnu.org/software/bash/manual/bashref.html#Bourne-Shell-Variables>