CIS 201 Computer Science I
Fall 2009 Lab 01a

August 28, 2009

- Learn to log into your Linux account.
- Learn to log into your Moodle account.

- Learn where class resources reside on the Linux boxes.
- Learn how to create and navigate directories.
- Learn how to start (and stop) the Emacs text editor.
- Learn how to start a `.java` file.
- Learn how to compile a `.java` file to produce a `.class` file.
- Learn how to run a `.java` (or rather, `.class`) file.
- Learn how to use a Java class file as a *template*.
- Learn how to correct *compiler errors*.

Checkpoint 1 Log into your Linux account.

All labs in CIS 201 are to be done in pairs. One student should log on and create the appropriate directories and files in their computer space. When the lab is done, the other partner should get a copy of the files.

Find your partner: each week are assigned a partner selected at random from the rest of the class (avoiding duplication of previous partners if possible). The two of you should sit down in front of one machine in Dunn 358 (*aka* the "Linux Lab", the "CS Lab", or just the "Lab"). You may have to press a key on the keyboard or move the mouse to "wake up" the machine.

You should never turn off the computers in the lab. They are a departmental resource and others could be logged in to any given machine remotely. You should never *need* to turn a lab machine on.

When the screen comes on there is a login prompt. Type in your *campus computing account* username and password (the password types as dots to prevent anyone reading it over your shoulder). Press `Enter` or click on the `Login` button.

You are now logged into the machine and see the *XWindows Desktop*. It is similar to other operating system's desktop: there are windows, icons, a menus, and a pointer[1]. The menu in the upper left corner contains applications that you can run including the **Accessory | Terminal** and the *Firefox* Web browser. **Show your work on Checkpoint 1 to the lab monitor; have them sign off on it before continuing.**

Checkpoint 2 Log into Moodle

Moodle is a Web-based classroom management system. What that means is that slides, schedules, notes, resources, grades, and even labs for this course (or any CS course, for that matter) can be stored on Moodle. Navigate on the Web to the CS Department's Moodle pages, to this class's Moodle site, create an account, log into the class, and retrieve and print the remainder of this lab.

The Firefox Web browser is installed on the Linux machines. You can find it in the **Applications** entry in the menu. Launch the Web browser.

The Web address of Moodle is: `http://db.cs.potsdam.edu/moodle/`. On that page are find entries for several courses. You want to find *CIS 201* (it should be the first **Available Course**). Follow the link to *CIS 201*.

You need to create a *New Account* on Moodle (button to the lower right). Provide your *campus computing account* user name and your *campus e-mail address* as your e-mail address. The partner who is not logged in must also create an account on Moodle; there is an assignment posted on Moodle due next week.

Moodle sends a registration e-mail to the e-mail address provided. Follow the directions in it to finish creating your account.

When you have an account and click on the course link, Moodle prompts you for an *Enrollment Key*. The key keeps random people from reading our course content (and hopefully keeps spammers out as well). The key for this course is `FANG` (one word, no spaces). You should only be prompted for the key once per course at the beginning of the semester.

The course homepage on Moodle has the **Weekly Outline** with the course schedule, assignments, readings, and other resources by week. In the first week there are two links, **Lab01a** (points to a `.pdf` version of this document) and **Lab01b**. Download the `.pdf` file of the second half of the lab and continue from there.

If you go to the first week (, you will see a link labeled **Lab 1b**. Download that link and continue your lab from there.

Show your work on Checkpoint 2 to the lab monitor; have them sign off on it before continuing.

[1] a standard W.I.M.P. interface