

Here are the links to download the software that you will need to access the CSE servers remotely (from your personal PC or laptop). You will need these software if you want to work on your projects and assignments, or practice programming, remotely, or access the examples that I provide in the class.

## Windows Users:

Here is the link to download Putty.

<https://www.chiark.greenend.org.uk/~sgtatham/putty/latest.html>

Log into the CSE server (**you learned that in Lab 1**) using Putty to type your code in nano or vim, or compile and test your program.

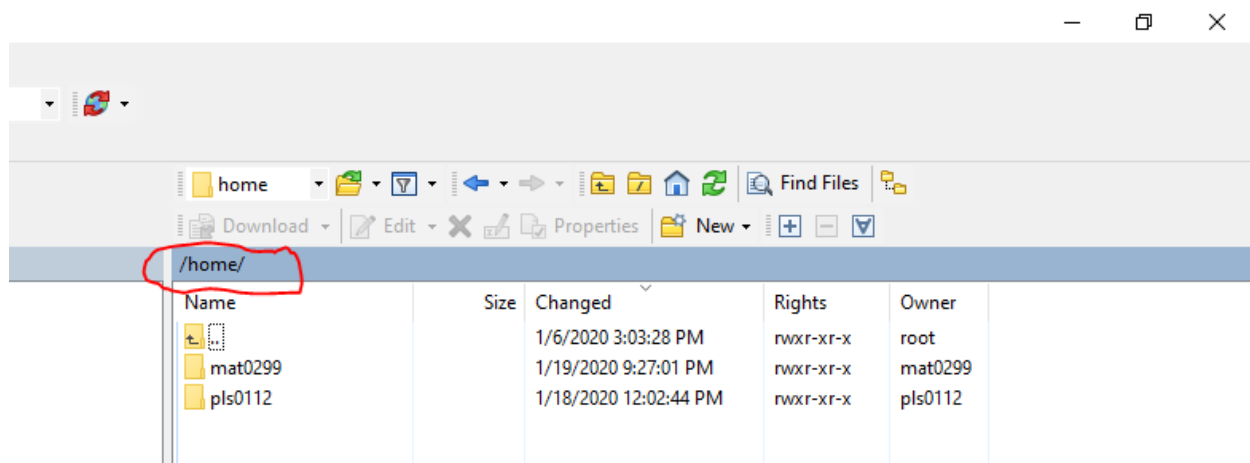
And, here is the link to WINSCP. This is an FTP tool.

<https://winscp.net/eng/download.php>

Use this software to access the CSE server (**you learned that in Lab 1**) in order to move your codes between the server and your PC/laptop. After you download your codes to your PC, you can submit them on Canvas.

## How to access my example codes?

- Open WINSCP and sign in. You should be in your personal folder on the CSE server. Check on the right side.
- Click on home. This will open your home folder. See below.



- You will find a list of EUIDs listed, including yours and mine. My EUID is **pls0112**. If you don't see my EUID, see steps below and come back here.
- Open **pls0112** folder and select **public**.
- After that choose the semester, the course, the chapter and your desired file.
- If you want to edit and run the file, you will need to copy it onto your local computer, just drag and drop on the WINSCP screen, right to left.

**If you don't see my EUID:**

- Open Putty and sign in.
- On the prompt, type `cd ..`
  - This will put you in your home folder.

You should see a prompt similar to this.

**pls0112@faculty:/home\$**

- Type `cd pls0112/public/Fall2020/csce1030`
  - This will put you in my public folder.
- Type `ls` and hit enter to see what's in there. After this, you can either choose to use the Putty terminal to access the contents or using the WINSXP where the folder now must be visible.

**Apple Users:**

If you are using an Apple product like a MacBook, you won't be able to use programs like Putty and WINSXP. Here is the alternative.

**To access the server for coding and testing**

1. Open the terminal application on your MacBook.
2. Type `ssh youreuid@cse01.cse.unt.edu`

youreuid: This is your EUID

You can use cse01, cse02, ....., cse06.

If you are asked if you want to continue, type yes. The system will prompt for your UNT password. Enter your password and you will be inside the CSE server. This is the same as using Putty to log into the CSE servers in the lab. You can type your programs here using nano, compile them and test them.

**To download a file from the CSE sever.**

1. Open the terminal application on your MacBook.
2. Type `sftp youreuid@cse01.cse.unt.edu`

If you are asked if you want to continue, type yes. The system will prompt for your UNT password. Enter your password and you will be inside the CSE server. This is the same as using WINSXP to download files from the CSE servers in the lab, but you don't have a GUI.

To download a file, you need to open the folder where your file resides. By using `ls` and `cd` commands, find your file. Once you see your file, type **get file\_name**, where file\_name is the file you want to download on your laptop.

**Caution: Always remember to exit/logout of SSH, before you start an SFTP session on your terminal. If you start SFTP from inside an SSH session, your code will be overwritten with an empty file.**

### How to access my example codes on MacBook?

1. Open the terminal application on your MacBook.
2. Type `sftp youreuid@cse01.cse.unt.edu`
3. On the prompt, type **cd ..**
  - This will put you in your home folder.
4. Type `cd pls0112/public/`
  - This will put you in my public folder.
5. Type **ls** and hit enter to see what's in there. Use **cd** to select the correct folder.
6. Use **ls** and **cd** combinations until to reach the desired file to download.
7. Once you see your file, type **get file\_name**, where `file_name` is the file you want to download.