CSC 361 Lab Session 1

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Agenda

- Introduction to the Linux GUI interface
- 2 C/C++ Programming Review
- Remote login to this lab
- 4 Lab environment: the router and tools

Linux GUI interface

- Open your home folder from GUI
- Available applications in Linux
- Open a text editor from GUI
- Open a console

Basic Linux commands

- Is list directory contents
- cd change directory
- mkdir make directories
- cp copy files and directories
- mv move (rename) files
- rm remove files or directories
- man an interface to the reference manuals
- more commands http://ss64.com/bash/
- online manpage http://linux.die.net/man/

Text editors in Linux

- Emacs an extensible, customizable text editor
- Text Editor (gedit) the official text editor of the GNOME desktop environment
- vi/vim screen-oriented text editor
 http://www.cs.colostate.edu/helpdocs/vi.html

Compile and run your C/C++ program in Linux

- gcc C compiler
- g++ C++ compiler

example:

gcc -o hello hello.c or g++ -o hello hello.cpp

- create a new c/c++ file with your favorite text editor
- write a c/c++ helloWorld program
- compile and run your program
- debug your program with gdb!
 http://www.cs.cmu.edu/~gilpin/tutorial/

Sample 1: main function

```
#include <stdio.h>
int main(int argc, char *argv[]){
   int i;
   for (i=0; i<argc; i++)
        printf("%s ", argv[i]);
   printf("\n");
   return 0;
}</pre>
```

Sample 2: strings (char array)

```
#include <stdio.h>
int main() {
    char src[] = "hello world";
    char dest[256];
    int i = 0;
    for (i=0; src[i] != '\0'; i++)
        dest[i] = src[i];
    dest[i] = '\0';
    printf("String dest is: %s\n", dest);
}
```

Sample 3: pointer and storage allocation

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
int main() {
    char src[] = "hello world";
   char *pointer1 = src;
   char *pointer2 = malloc(sizeof(char) * 256);
    strcpy(pointer2, src);
    src[0]++;
   printf("String of pointer1 is: %s\n", pointer1);
   printf("String of pointer2 is: %s\n", pointer2);
    free (pointer2);
```

Sample 4: parameter passing

```
#include <stdio.h>
void func(char * input) {
    (*input)++;
}
int main() {
    char src[] = "hello world";
    char * pointer = src;
    func(pointer);
    printf("String src is: %s\n", src);
}
```

Remote login to this lab

Remote login:

Command:

ssh -l<username> <host> or ssh <username>@<host>

• Remote copy file:

Command:

scp <user>@<from_host>:<dir> <user>@<to_host>:<dir>

For Windows/MacOS user:

Download SSH client software: PuTTY, PuSFTP, WinSCP.

Notice:

- Desktop names in ecs360: n-greekleetter.csc.uvic.ca, e.g., n-beta.csc.uvic.ca. (Command: hostname)
- Do not reboot/close the desktops in ecs360 unless told by the instructors.
- IT support: https: //connex.csc.uvic.ca/portal/site/itsupport.

Access the router

Router interfaces

LAN: 192.168.1.1, port 1–4WAN: 10.10.1.1, port *Internet*

LED lights on the front panel

Power: ON when router is up

WLAN: OFF (no wireless by default)

Ethernet(1-4): ON when Ethernet cables are plugged

Internet: ON when Ethernet cable is plugged in

Desktop interfaces

p2p1: 192.168.1.100p3p1: 10.10.1.100em1: 142.104.72.xxx

Login the router

• Login into the router from an ecs360 desktop:

Command

ssh csc361@192.168.1.1

Password: ecs360

Show/set IP address

• *ifconfig*: display the configuration of a network interface.

Command

ifconfig [interface]

Display interface configurations

Command

ip addr show dev <interface>

Show/set route

route: show routing configuration

Command

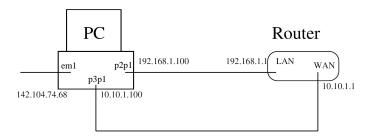
route [-n]

• Use command *ip* to display the route table

Command

ip route list

How is the desktop and the router connected



*142.104.74.68 is only an example and it varies in different desktops.

Contributors

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