

Access Basics

Each team has their own Ubuntu server for development purposes. The server can only be accessed from JPMC IP addresses.

Your server can be found at the ip address listed in your team's .zip file. You will need to use the ssh key (either team_x.pem or team_x.ppk) and connect with the user "force" to connect to the server.

SSH

Mac or Linux - You can use the built-in ssh command from your terminal. The command will take the following form:

- `ssh -i path/to/team_x.pem force@xxx.xx.xxx`

If your command prompts for a password, or complains about file permissions being too loose, you will need to run a chmod command like so:

- `chmod 600 path/to/team_x.pem`

Windows - You can either use [putty](#), powershell, or any other openssh client to connect. For those using powershell or a native openssh client, follow the same instructions as the "Mac or Linux" section. If you are using putty, please use the same .ppk found in your repo

Usage

The "force" user has full access to the server, and has full root permissions. You are free to install whatever software you need with "apt". All ports are open on the server, so you can connect to any services using the same IP address and port number.